THE OFFICIAL GUIDE FROM NINTENDO POWER®

GAME BOY® ADVANCE

FINAL FANTASY® I & II

DAWN OF SOULS

THE OFFICIAL
Nintendo®
PLAYER'S GUIDE

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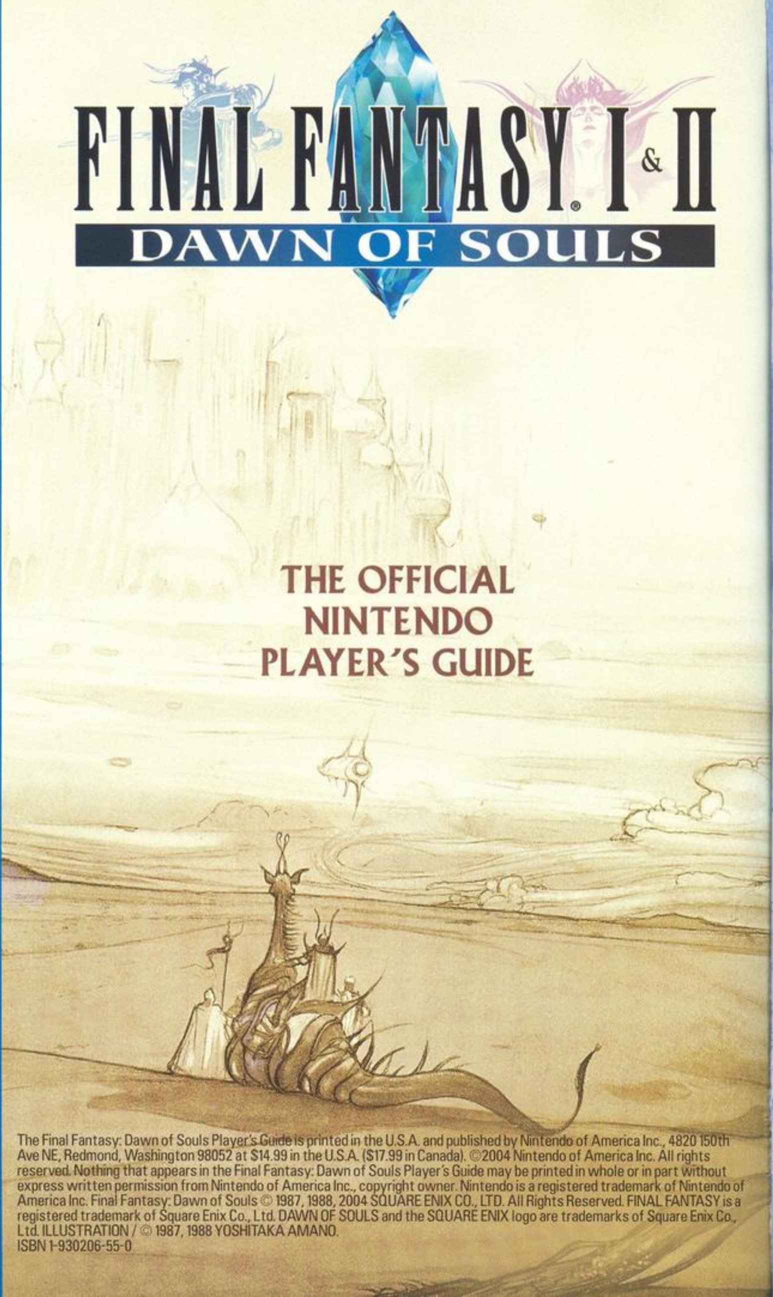

FINAL FANTASY® I & II
DAWN OF SOULS

THE OFFICIAL NINTENDO PLAYER'S GUIDE

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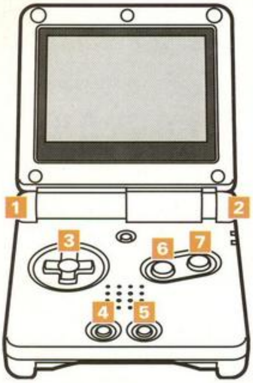
GAME CONTROLS



1 L BUTTON

Cycle forward through menus.

2 R BUTTON

Cycle backward through menus.

3 CONTROL PAD

Move the party.

4 SELECT + B BUTTON

Final Fantasy
Final Fantasy II

View the overworld map. (Must be unlocked in Final Fantasy.)

5 START

Final Fantasy
Final Fantasy II

Call up the Start menu.

6 B BUTTON

Cancel an option.
Hold down while moving to accelerate.

7 A BUTTON

Select an option.
Inspect an item.
Open a chest.
Talk to someone.

HOW TO READ THIS GUIDE

Final Fantasy I and II share several fundamental elements—both take place in an overworld packed with towns and dungeons and inhabited by random monsters and bosses. In addition to outlining strategy to help you through your adventure, this guide provides town and cave maps, plus quick access to information such as shop inventories, item descriptions and enemy stats.

PATH TO THE
FIRE CRYSTAL
CRESCENT LAKE
8
9
10
11

12
13
14
RETURN TO SALAMAND

8 OVERWORLD MAP

The overworld map shows the locations you will visit in the next quest.

9 TOWN MAP

The town map shows inn, sanctuary and shop locations.

10 ENEMY ENCOUNTERS

Enemy charts list all of the foes within a certain town or dungeon. Overworld enemies are grouped by the nearest landmark.

NAME: Enemy Name
HP: Hit Points
ATK: Attack Power
DEF: Defense (FFII only)
GIL: Money dropped by the enemy
EXP: Experience earned when the enemy is defeated (FF only)
WEAKNESS: Magic the enemy is weak against

11 TOWN CHARTS

Town charts detail which items are available at the stores in each town.

12 DUNGEON MAPS

Dungeon maps show the location of treasure chests, bosses, and entrances and exits.

13 FOUND-ITEM CHARTS

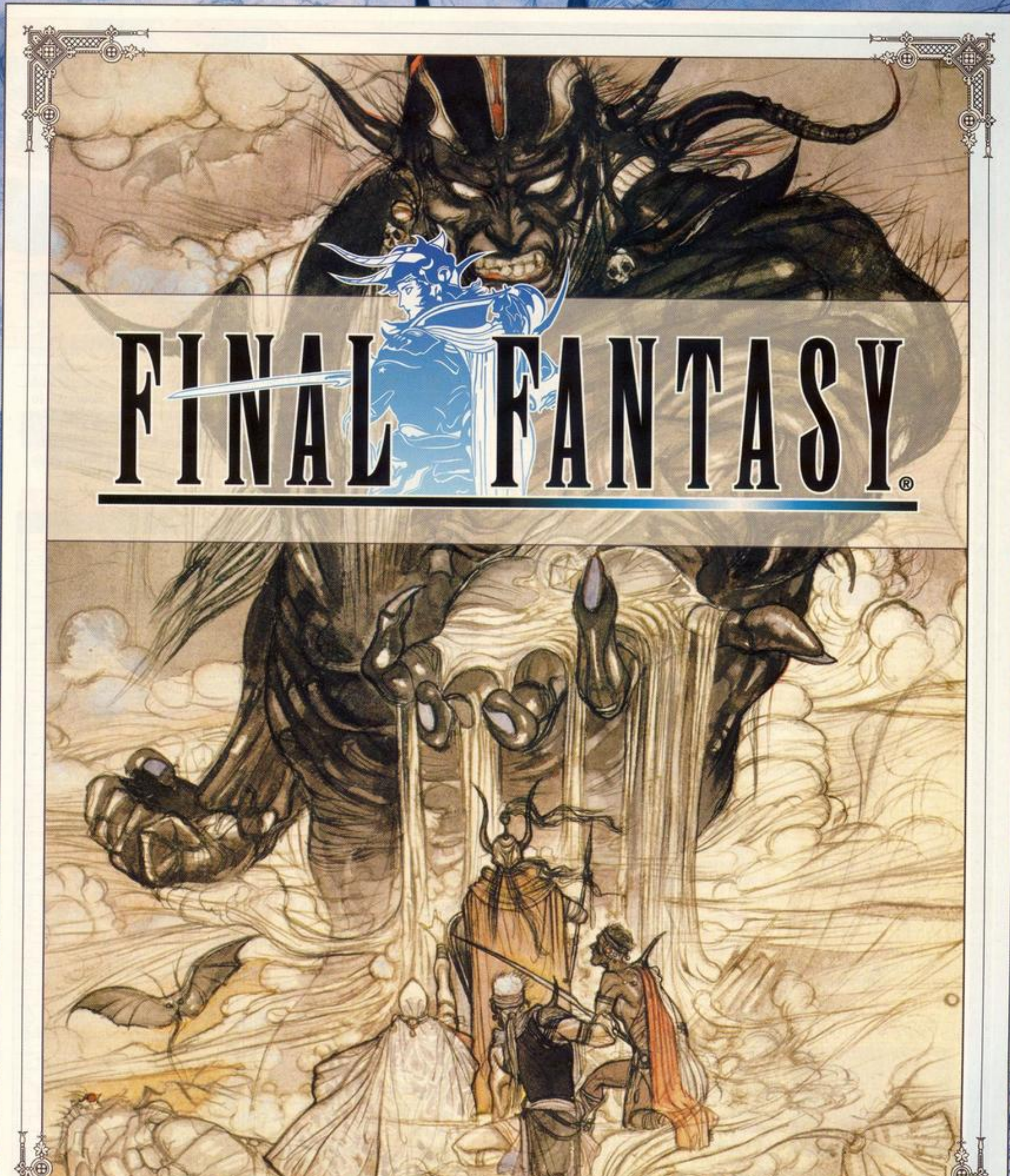
These charts show the stats of weapons and armor found in chests. Pay close attention; some armor and weapons are unavailable in stores.

ATK: Attack Power
ACC: Accuracy
DEF: Defense
WGT: Weight
Value: Store resale value (FFII only)
Classes: Character classes that can use the item (FF only)
Description: In-game item descriptions (FFII only)

14 BOSS BOXES

Boss boxes provide all the details on the games' bosses.

NAME: Enemy's Name
HP: Hit Points
ATK: Attack Power
ACC: Accuracy
DEF: Defense
AGI: Agility
INT: Intelligence
EVA: Evasion
M. DEF: Defense against spells
GIL: Money dropped by the enemy
EXP: Experience earned when you defeat the enemy
WEAKNESS: Spells the enemy is weak against
TREASURE: The item dropped when the enemy is defeated


FINAL FANTASY®

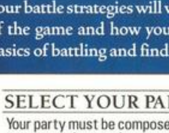
GAME BASICS

The battle system in Final Fantasy is turn-based, much like a game of chess. The system allows you to take your time when deciding which attacks to use and on whom. Your battle strategies will vary based on which characters you choose at the beginning of the game and how you decide to use them. This section will help you learn the basics of battling and find the character classes that are right for your party.

SELECT YOUR PARTY MEMBERS

Your party must be composed of four members. Use the charts on the following pages to select each party member's class. You can either create a name for each character, or press Select to let the game choose for you.

TURN-BASED BATTLE



Most enemy encounters are random. When engaged in battle, each party member will have five main options (listed below). Weigh the strengths and weaknesses of both your party and your enemies to determine an effective battle strategy.

ATTACK: The Attack option prompts the selected character to attack with his equipped weapon.

MAGIC: The Magic option allows the selected character to pick from the list of spells he has learned.

ITEMS: The Item option gives the selected character access to the Items menu during battle. The menu also lets you access the magic abilities of weapons and armor for use in battle.

EQUIP: The Equip option allows the selected character to equip different weapons and armor on the fly during battle, without wasting a turn.

FLEE: Selecting Flee will cause your entire party to attempt to run away from the battle. Sometimes the attempt will fail, and enemies will inflict damage.

REVIVING YOUR CHARACTERS

Staying at an inn is the best way to revive your party's HP and MP. When you are not near a town, items like Tents and Cottages will increase health. While inside a dungeon, you'll be forced to rely on items and magic to revive HP and MP.

LASTING CONDITIONS

Status effects like Poison and Stone will continue to harm infected party members after a battle is over. Some spells will cure the lasting conditions, but items like the Remedy, the Gold Needle and the Antidote will work as well.

SYSTEMATIC MAGIC

Every character class except Monk and Master can use the Final Fantasy magic system. There are eight levels of white and black magic, and each level contains four spells. A character can choose only three of the four available spells in a given level. Not all character classes can use all levels of magic: White Mages and Wizards can learn up to level-8 white magic. Black Mages and Wizards can learn up to level-8 black magic. Warriors, after they change to Knights, can learn up to level-3 white magic. Thieves, after becoming Ninjas, can learn up to level-4 black magic. Red Mages and Wizards can learn up to level-7 white and black magic.

EQUIPPING WEAPONS AND ARMOR

The Equip option in the main menu allows you to equip weapons and armor you've collected along the way. Select a slot to scroll through the available weapons and armor, and compare them to what you currently have equipped. You can also equip weapons and armor during battle.

WEAPONS

WEAPON	ATK	ACC	PAGE #
Battle Axe	16	5	11
Broadsword	15	10	11
Cat Claws	22	35	29
Coral Sword	19	15	19
Crosier	14	0	12, 17
Dagger	7	10	12
Defender	30	35	30
Excalibur	45	35	39
Falchion	15	10	15, 17
Flame Sword	26	20	25
Great Axe	22	5	19
Great Sword	21	20	22
Hammer	9	0	9,11
Healing Staff	6	0	27
Ice Brand	29	25	22, 27
Iron Nunchaku	16	0	12
Knife	5	10	9
Light Axe	28	15	33
Longsword	20	20	17
Mage's Staff	12	10	33
Masamune	56	50	43
Mythril Axe	25	10	21, 22
Mythril Hammer	12	5	15, 21
Mythril Knife	10	15	15, 21
Mythril Sword	23	15	21
Nunchaku	12	0	9
Power Staff	12	0	15
Rapier	9	5	9
Razor	22	20	38
Rune Blade	18	15	10
Saber	13	5	12, 15, 17
Sasuke's Blade	33	35	38, 43
Scimitar	10	10	11
Staff	6	0	9, 19, 22
Sun Blade	32	30	36
Thor's Hammer	18	15	36
Vorpal Sword	24	25	36
Werebuster	18	15	16
Wizard's Staff	15	15	30
Wyrmkiller	19	15	16

ARMOR

ARMOR	DEF	WGT	PAGE #
Aegis Shield	16	0	36
Black Robe	24	2	38
Bronze Gloves	2	3	15, 17
Buckler	2	0	21
Chain Mail	15	15	9,11
Clothes	1	2	9, 25, 38
Copper Armlet	4	1	12
Diamond Armlet	34	1	33
Diamond Armor	42	10	33
Diamond Gloves	8	3	33, 38
Diamond Helm	8	3	33
Diamond Shield	16	0	33, 38
Dragon Mail	42	10	36
Flame Mail	34	10	22
Flame Shield	12	0	22
Gauntlets	6	3	27
Giant's Gloves	6	3	33
Great Helm	5	5	16, 17
Healing Helm	6	3	36, 38
Helm	3	3	12
Ice Armor	34	10	25
Ice Shield	12	0	25
Iron Armor	24	23	11,12, 15
Iron Shield	4	0	12
Knight's Armor	34	33	17
Leather Armor	4	8	9,11
Leather Cap	1	1	10, 12
Leather Gloves	1	1	11
Leather Shield	2	0	11, 19
Mythril Gloves	6	3	21, 25
Mythril Helm	6	3	19, 21, 22, 38
Mythril Mail	18	8	16, 21
Mythril Shield	8	0	19, 21, 22
Protect Cloak	8	2	38, 43
Protect Ring	8	1	29, 38, 43
Ribbon	1	1	30, 33, 38
Ruby Armlet	24	1	27, 29
Silver Armlet	15	1	15, 17
Steel Gloves	4	5	15, 17, 22, 27
White Robe	24	2	38

Note: The charts above do not include weapons and armor found in the four bonus dungeons (see pages 46-65).

CHARACTER CLASSES

When the game begins, you'll have six character classes to choose from, but your party must consist of only four characters. Selecting a balanced party is important, so take strengths and weaknesses into account. When your party delivers the Rat's Tail to the Dragon King (see page 28), he will upgrade each party member's class, allowing everyone but Monks to learn new abilities.

The charts below show which attributes increase each time a character levels up. All characters max out at level 99.

LV - Level
HP - Hit Points
MP - Magic Points
STR - Strength
AGI - Agility
INT - Intelligence
END - Endurance
LCK - Luck

MONK Mo

Monks may not seem like much at first, because they can't equip a lot of weapons and armor. Once they reach a high enough level, though, they won't need to equip anything. A Monk's bare-handed attack will become more powerful than most weapon strikes. A Monk's weakness is in his Defense. When Monks level up, they will gain plenty of HP, but their Defense will remain low.

MASTER Ma

Monks don't gain any extra abilities after the class change.

MONK/MASTER

LV	HP	MP	STR	AGI	INT	END	LCK
2	▲	—	—	—	—	—	▲
3	—	—	—	▲	—	▲	—
4	—	—	▲	—	▲	—	▲
5	—	—	—	—	—	▲	—
6	▲	—	—	—	—	—	—
7	—	—	—	▲	—	▲	—
8	—	—	▲	—	▲	—	▲
9	—	—	—	—	—	▲	—
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12	▲	—	▲	—	▲	—	—
13	—	—	—	—	—	▲	—
14	—	—	—	—	—	—	▲
15	—	—	—	▲	—	▲	—
16	—	—	▲	—	▲	—	▲
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18	▲	—	—	—	—	—	—
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93	—	—	—	—	—	▲	—
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96	▲	—	▲	—	▲	—	—
97	—	—	—	—	—	▲	—
98	—	—	—	—	—	—	—
99	—	—	—	▲	—	▲	—

WARRIOR Wa

Warriors are the most well-rounded characters. They have high Strength and Endurance, and can use a wider range of weapons and armor than the other classes. Having a Warrior will be useful for dealing large amounts of damage.

KNIGHT Kn

After the class change (see page 28), a Warrior will become a Knight. This will allow him to learn white magic spells up to level 3.

SPELLS A WARRIOR CAN USE

LEVEL 1	Cure	Protect	Blink	
LEVEL 2	Blindna	Silence	NulShock	Invis
LEVEL 3	Cura	Diara	NulBlaze	

WARRIOR/KNIGHT

LV	HP	MP	STR	AGI	INT	END	LCK
2	▲	—	▲	—	—	—	—
3	—	—	—	▲	—	▲	—
4	▲	—	▲	—	—	—	▲
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82	—	—	▲	—	—	—	—
83	—	—	—	—	—	—	—
84	—	—	▲	—	▲	—	—
85	—	▲	—	▲	—	—	—
86	▲	—	▲	—	—	—	—
87	—	—	—	—	—	—	—
88	—	—	▲	—	—	—	—
89	—	▲	—	▲	—	—	—
90	—	—	▲	—	—	—	—
91	—	—	—	—	—	—	—
92	▲	—	▲	—	—	—	—
93	—	▲	—	▲	—	—	—
94	—	—	▲	—	—	—	—
95	—	—	—	—	—	—	—
96	—	—	▲	—	—	—	—
97	—	▲	—	▲	—	—	—
98	▲	—	▲	—	—	—	—
99	—	—	—	—	—	—	—

THIEF Th

Though Thieves are not as powerful as Warriors, they make up for it in Agility and Luck. This will give your party a better chance of fleeing battle successfully and increase your probability of landing a preemptive strike. Finding compatible weapons and armor will be more difficult for a Thief than for most other classes.

NINJA Ni

The class change to Ninja will allow your character to learn black magic up to level 4, increasing the former Thief's usefulness significantly.

SPELLS A NINJA CAN USE

LEVEL 1	Fire	Sleep	Focus	Thunder
LEVEL 2	Blizzard	Dark	Temper	Slow
LEVEL 3	Fira	Hold	Thundara	Focara
LEVEL 4	Sleepra	Haste	Confuse	Blizzara

THIEF/NINJA

LV	HP	MP	STR	AGI	INT	END	LCK
2	▲	—	▲	—	—	—	▲
3	—	—	—	▲	—	—	—
4	▲	—	▲	—	▲	—	▲
5	—	—	—	—	—	▲	—
6	▲	—	▲	—	—	—	▲
7	—	—	—	▲	—	—	—
8	▲	—	▲	—	▲	—	▲
9	—	—	—	—	—	—	—
10	—	—	▲	—	—	—	▲
11	—	—	—	▲	—	▲	—
12	▲	—	▲	—	▲	—	▲
13	—	—	—	—	—	—	—
14	—	—	▲	—	—	—	▲
15	—	—	—	▲	—	—	—
16	▲	—	▲	—	—	—	▲
17	—	—	—	—	—	▲	—
18	—	—	▲	—	▲	—	▲
19	—	—	—	▲	—	—	—
20	▲	—	—	—	—	—	▲
21	—	—	—	—	—	—	—
22	—	—	▲	—	—	—	▲
23	—	—	—	▲	—	▲	—
24	▲	—	▲	—	▲	—	▲
25	—	—	—	—	—	—	—
26	—	—	—	—	—	—	▲
27	—	—	—	▲	—	—	—
28	▲	—	▲	—	—	—	▲
29	—	▲	—	—	—	▲	—
30	—	—	▲	—	▲	—	▲
31	—	—	—	▲	—	—	—
32	—	—	—	—	—	—	▲
33	—	▲	—	▲	—	—	—
34	▲	—	▲	—	—	—	▲
35	—	▲	—	—	—	▲	—
36	—	—	▲	—	▲	—	▲
37	—	—	—	▲	—	—	—
38	—	—	—	—	—	—	▲
39	—	▲	—	▲	—	—	—
40	▲	—	▲	—	—	—	▲
41	—	▲	—	—	—	▲	—
42	—	—	▲	—	▲	—	▲
43	—	—	—	▲	—	—	—
44	—	—	—	—	—	—	▲
45	—	▲	—	▲	—	—	—
46	▲	—	▲	—	—	—	▲
47	—	▲	—	—	—	▲	—
48	—	—	▲	—	▲	—	▲
49	—	—	—	▲	—	—	—
50	—	—	—	—	—	—	▲
51	—	▲	—	▲	—	—	—
52	▲	—	▲	—	—	—	▲
53	—	▲	—	—	—	▲	—
54	—	—	▲	—	▲	—	▲
55	—	—	—	▲	—	—	—
56	—	—	—	—	—	—	▲
57	—	▲	—	▲	—	—	—
58	▲	—	—	—	—	—	▲
59	—	▲	—	—	—	▲	—
60	—	—	▲	—	▲	—	▲
61	—	—	—	▲	—	—	—
62	—	—	—	—	—	—	▲
63	—	▲	—	▲	—	—	—
64	▲	—	▲	—	—	—	▲
65	—	▲	—	▲	—	▲	—
66	—	—	▲	—	▲	—	▲
67	—	—	—	▲	—	—	—
68	—	—	—	—	—	—	▲
69	—	▲	—	▲	—	—	—
70	—	—	▲	—	—	—	▲
71	—	▲	—	▲	—	▲	—
72	▲	—	▲	—	▲	—	▲
73	—	—	—	▲	—	—	—
74	—	—	—	—	—	—	▲
75	—	▲	—	▲	—	—	—
76	—	—	▲	—	—	—	▲
77	—	▲	—	▲	—	▲	—
78	—	—	▲	—	▲	—	▲
79	—	—	—	▲	—	—	—
80	▲	—	—	—	—	—	▲
81	—	▲	—	▲	—	—	—
82	—	—	▲	—	—	—	▲
83	—	▲	—	—	—	▲	—
84	—	—	—	—	▲	—	▲
85	—	—	—	▲	—	—	—
86	—	—	▲	—	—	—	▲
87	—	▲	—	—	—	—	—
88	—	—	—	—	—	—	▲
89	—	▲	—	▲	—	▲	—
90	▲	—	▲	—	▲	—	▲
91	—	—	—	—	—	—	—
92	—	—	—	—	—	—	▲
93	—	▲	—	▲	—	—	—
94	—	—	▲	—	—	—	▲
95	—	▲	—	—	—	▲	—
96	—	—	—	—	▲	—	▲
97	—	—	—	▲	—	—	—
98	—	—	▲	—	—	—	▲
99	—	▲	—	—	—	—	—

RED MAGE RM

Red Mages are the only characters that can learn both white and black magic, but they cannot learn every spell. Their MP is lower than that of the other mages, but Red Mages are much better fighters.

SPELLS A RED MAGE CAN USE

	WHITE MAGIC				BLACK MAGIC			
LEVEL 1	Cure	Protect			Fire	Sleep	Focus	Thunder
LEVEL 2	Blindna	Silence	NulShock	Invis	Blizzard	Dark	Temper	Slow
LEVEL 3	Cura	Diara	NulBlaze		Fira	Hold	Thundara	Focara
LEVEL 4	Poisona	NulFrost			Sleepra	Haste	Confuse	Blizzara
LEVEL 5	Curaga				Firaga	Slowra		

RED WIZARD RW

The class change allows Red Wizards to learn certain white and black spells up to level 7. It also gives them the ability to use new weapons and armor.

SPELLS A RED WIZARD CAN USE

	WHITE MAGIC			BLACK MAGIC	
LEVEL 1	Blink				
LEVEL 4	Vox				
LEVEL 5	Life			Scourge	Teleport
LEVEL 6	Exit	Protera	Invisira	Thundaga	
LEVEL 7	NulDeath			Blizzaga	

RED MAGE/RED WIZARD

LV	HP	MP	STR	AGI	INT	END	LCK
2	—	—	▲	—	—	—	—
3	—	▲	—	▲	—	—	—
4	—	—	▲	—	—	▲	▲
5	—	—	—	—	▲	—	—
6	▲	—	▲	—	—	▲	—
7	—	▲	—	—	▲	—	—
8	—	—	▲	—	—	—	▲
9	—	▲	—	▲	—	—	—
10	—	—	—	—	—	—	—
11	—	—	—	—	▲	▲	—
12	▲	▲	▲	▲	—	—	▲
13	—	—	—	—	—	▲	—
14	—	▲	▲	—	—	—	—
15	—	—	—	—	▲	▲	—
16	▲	▲	▲	—	—	—	▲
17	—	—	—	—	—	▲	—
18	—	▲	—	▲	—	—	—
19	—	—	—	—	▲	—	—
20	▲	▲	▲	—	—	—	▲
21	—	—	—	▲	—	▲	—
22	—	—	▲	—	—	—	—
23	—	▲	—	—	▲	▲	—
24	▲	—	—	—	—	—	▲
25	—	—	—	—	—	—	—
26	—	▲	—	—	—	▲	▲
27	—	—	—	▲	▲	—	—
28	—	▲	▲	—	—	—	—
29	—	—	—	—	—	—	—
30	—	▲	—	—	▲	—	▲
31	▲	—	—	—	—	—	—
32	—	▲	▲	—	—	▲	▲
33	—	—	—	▲	▲	—	—
34	—	—	—	—	—	—	—
35	—	▲	—	—	—	▲	▲
36	—	—	▲	▲	—	—	—
37	▲	—	—	—	▲	—	—
38	—	—	▲	—	—	▲	▲
39	—	—	—	—	▲	—	—
40	—	▲	—	—	—	—	—
41	—	—	—	—	—	▲	▲
42	▲	—	▲	▲	—	—	—
43	—	—	—	—	▲	—	—
44	—	▲	—	—	—	—	▲
45	—	—	—	▲	—	—	—
46	—	—	—	—	—	—	—
47	▲	—	—	—	▲	▲	—
48	—	—	▲	▲	—	—	▲
49	—	▲	—	—	—	—	—
50	—	—	—	—	—	▲	▲
51	—	—	▲	—	—	—	—
52	▲	▲	—	—	—	—	—
53	—	—	—	▲	▲	—	—
54	—	—	▲	—	—	▲	—
55	—	—	—	—	—	—	—
56	—	▲	—	—	—	—	▲
57	—	—	—	—	—	—	—
58	—	—	▲	▲	▲	▲	—
59	▲	—	—	—	—	—	—
60	—	▲	—	—	—	—	—
61	—	—	—	—	—	—	▲
62	—	—	—	—	▲	—	—
63	—	—	—	—	—	▲	—
64	▲	▲	▲	▲	—	—	—
65	—	—	—	—	—	—	—
66	—	—	—	—	▲	—	—
67	—	—	▲	—	—	—	▲
68	—	—	—	—	—	—	—
69	—	—	—	—	▲	—	—
70	—	—	—	—	—	—	—
71	—	▲	▲	—	—	—	—
72	—	—	—	—	—	▲	—
73	▲	—	—	▲	—	—	▲
74	—	—	—	—	—	—	—
75	—	—	—	—	▲	—	—
76	—	—	—	—	—	—	—
77	—	▲	▲	—	—	—	—
78	—	—	—	—	—	—	▲
79	—	—	—	—	▲	—	—
80	—	—	—	—	—	—	—
81	—	—	—	▲	—	—	—
82	—	—	—	—	—	—	—
83	—	▲	▲	—	▲	—	▲
84	—	—	—	—	—	—	—
85	—	—	—	—	—	—	—
86	—	—	—	—	—	—	▲
87	—	▲	—	—	▲	—	—
88	—	—	▲	—	—	—	—
89	—	—	—	—	—	—	—
90	—	▲	—	—	—	—	▲
91	—	—	—	—	—	—	—
92	—	—	—	—	▲	—	—
93	—	—	—	▲	—	—	—
94	—	—	—	—	—	▲	—
95	—	—	▲	—	—	—	▲
96	—	▲	—	—	—	—	—
97	—	—	—	—	▲	—	—
98	—	—	—	—	—	—	▲
99	—	—	—	—	—	▲	—

WHITE MAGE WM

White Mages are the weakest characters, but they're necessary because of their powerful healing spells. Their high Constitution will keep them alive in battles, and their offensive spells against undead enemies will make them useful attackers.

SPELLS A WHITE MAGE CAN USE

LEVEL 1	Cure	Dia	Protect	Blink
LEVEL 2	Blindna	Silence	NulShock	Invis
LEVEL 3	Cura	Diara	NulBlaze	Heal
LEVEL 4	Poisona	Fear	NulFrost	Vox
LEVEL 5	Curaga	Life	Diaga	Healara
LEVEL 6	Stona	Exit	Protera	Invisira
LEVEL 7	NulDeath	Healara		

WHITE WIZARD WW

White Mages become White Wizards after the class change, allowing them to learn up to level-8 white spells.

SPELLS A WHITE WIZARD CAN USE

LEVEL 7	Curaja	Diaja		
LEVEL 8	Holy	NulAll	Dispel	Full-Life

WHITE MAGE/WHITE WIZARD

LV	HP	MP	STR	AGI	INT	END	LCK
2	▲	▲	—	—	▲	—	—
3	—	—	—	—	—	▲	—
4	—	—	▲	—	—	—	▲
5	—	—	—	▲	—	—	—
6	▲	▲	—	—	—	—	—
7	—	—	▲	—	—	▲	—
8	▲	—	—	—	▲	—	▲
9	—	—	—	—	—	—	—
10	—	▲	—	—	—	—	—
11	—	—	—	▲	▲	▲	—
12	▲	—	—	—	—	—	▲
13	—	▲	▲	—	▲	—	—
14	▲	—	—	—	—	—	—
15	—	▲	—	—	—	▲	—
16	—	—	—	—	—	—	▲
17	▲	▲	—	▲	—	—	—
18	—	—	—	—	▲	—	—
19	—	▲	▲	—	—	▲	—
20	▲	—	—	—	—	—	▲
21	—	▲	—	—	—	—	—
22	▲	—	—	—	▲	—	—
23	—	▲	—	▲	—	—	▲
24	▲	—	—	—	▲	▲	—
25	—	▲	▲	—	—	—	—
26	▲	—	—	—	—	—	▲
27	—	▲	—	—	—	▲	—
28	▲	—	—	—	▲	—	—
29	—	▲	—	▲	—	—	—
30	—	—	—	—	—	—	—
31	—	▲	▲	—	—	—	—
32	▲	—	—	—	▲	—	▲
33	—	▲	—	—	—	▲	—
34	—	—	—	—	▲	—	—
35	—	▲	—	▲	—	—	—
36	—	—	—	—	—	▲	—
37	▲	▲	▲	—	—	—	—
38	—	—	—	—	▲	—	▲
39	—	▲	—	—	—	—	—
40	—	—	—	—	▲	—	—
41	—	▲	—	▲	—	—	—
42	▲	—	—	—	▲	▲	—
43	—	▲	▲	—	▲	—	—
44	—	—	—	—	—	—	▲
45	—	▲	—	—	▲	—	—
46	—	—	—	—	—	—	—
47	▲	▲	—	▲	▲	—	—
48	—	—	—	—	—	▲	—
49	—	▲	▲	—	▲	—	—
50	—	—	—	—	—	—	▲
51	—	▲	—	—	—	—	—
52	—	—	—	—	▲	—	—
53	—	▲	—	▲	—	▲	—
54	—	—	—	—	—	—	—
55	—	▲	▲	—	—	—	▲
56	—	—	—	—	▲	—	—
57	—	▲	—	▲	—	—	—
58	—	—	—	—	—	—	—
59	—	▲	▲	—	—	▲	—
60	—	—	—	—	—	—	▲
61	—	▲	—	▲	▲	—	—
62	—	—	—	—	—	—	—
63	—	—	▲	—	—	▲	—
64	—	▲	—	—	—	—	—
65	—	—	—	▲	▲	—	▲
66	—	▲	—	—	—	—	—
67	—	—	▲	—	▲	—	—
68	—	▲	—	▲	—	▲	—
69	—	—	—	—	▲	—	—
70	—	▲	▲	—	—	—	—
71	—	—	—	—	▲	—	▲
72	—	▲	—	▲	—	—	—
73	—	—	—	—	▲	▲	—
74	—	▲	▲	—	—	—	—
75	—	—	—	—	—	—	▲
76	—	▲	—	—	▲	—	—
77	—	—	—	▲	—	▲	—
78	—	▲	▲	—	—	—	—
79	—	—	—	—	▲	—	—
80	—	▲	—	—	—	—	▲
81	—	—	—	—	—	—	—
82	—	▲	▲	▲	▲	—	—
83	—	—	—	—	—	—	—
84	—	▲	—	—	—	—	—
85	—	—	—	—	▲	—	▲
86	—	▲	▲	—	—	—	—
87	—	—	—	—	—	▲	—
88	—	▲	—	—	▲	—	—
89	—	—	—	▲	—	—	—
90	—	▲	—	—	—	—	—
91	—	—	—	—	▲	—	▲
92	—	▲	—	—	—	—	—
93	—	—	—	—	—	—	—
94	—	▲	—	—	▲	▲	—
95	—	—	—	—	—	—	—
96	—	▲	—	—	—	—	▲
97	—	—	—	—	—	—	—
98	—	—	—	—	▲	—	—
99	—	—	—	—	—	—	—

BLACK MAGE BM

The Black Mage is the most powerful offensive spellcaster, but also has the lowest HP. Keeping him alive will sometimes prove difficult later in the game, but you'll have access to the strongest black magic.

SPELLS A BLACK MAGE CAN USE

LEVEL 1	Fire	Sleep	Focus	Thunder
LEVEL 2	Blizzard	Dark	Temper	Slow
LEVEL 3	Fira	Hold	Thundara	Focara
LEVEL 4	Sleepra	Haste	Confuse	Blizzara
LEVEL 5	Firaga	Scourge	Slowra	
LEVEL 6	Thundaga	Death	Quake	Stun
LEVEL 7	Blizzaga	Blind		

BLACK WIZARD BW

Once a Black Mage becomes a Black Wizard, he will have the ability to learn the mighty level-8 black-magic spells.

SPELLS A BLACK WIZARD CAN USE

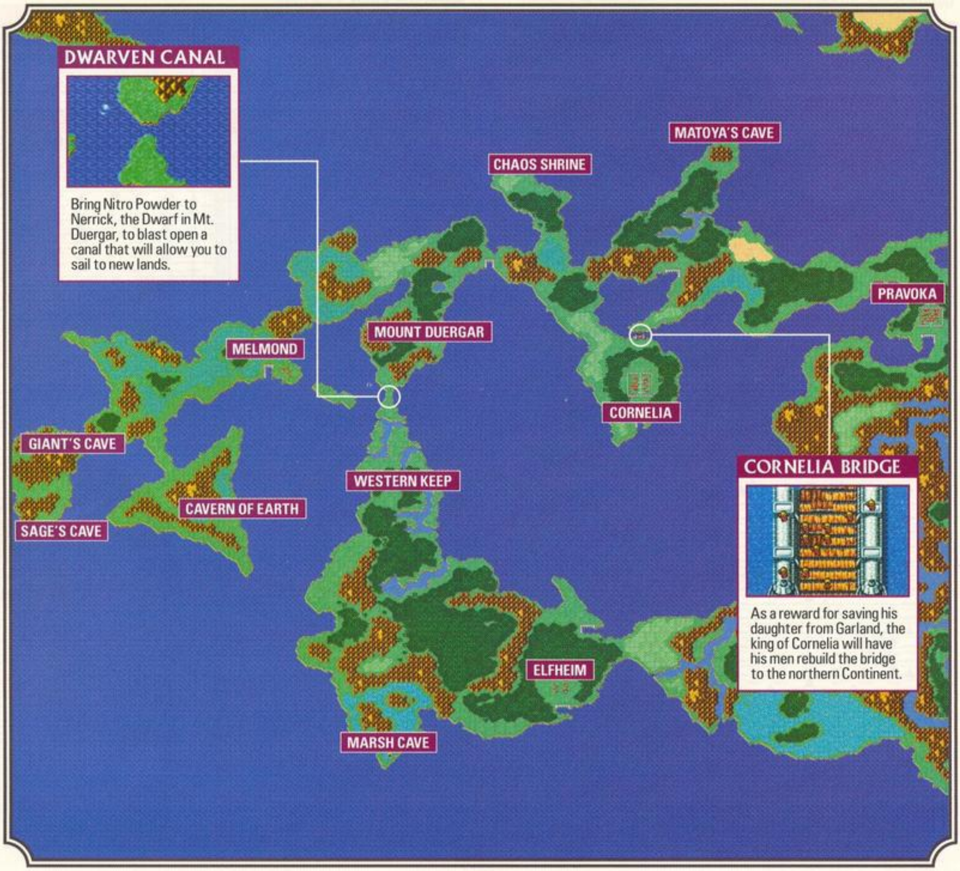
LEVEL 5	Teleport			
LEVEL 7	Break	Saber		
LEVEL 8	Stop	Warp	Kill	Flare

BLACK MAGE/BLACK WIZARD

LV	HP	MP	STR	AGI	INT	END	LCK
2	—	▲	—	—	▲	—	—
3	—	—	—	—	—	—	—
4	▲	▲	—	—	▲	—	—
5	—	—	—	—	—	—	—
6	—	▲	—	▲	▲	—	▲
7	—	—	—	—	—	▲	—
8	▲	▲	—	—	▲	—	—
9	—	—	—	—	—	—	—
10	—	▲	▲	—	▲	—	▲
11	—	—	—	—	—	—	—
12	—	▲	—	▲	▲	▲	—
13	—	—	—	—	—	—	—
14	▲	▲	—	—	▲	—	—
15	—	—	—	—	—	—	—
16	—	▲	—	—	▲	▲	—
17	—	—	—	—	—	—	—
18	▲	▲	—	▲	▲	—	▲
19	—	—	▲	—	—	—	—
20	—	▲	—	—	▲	—	—
21	—	—	—	—	—	—	—
22	—	▲	—	—	▲	—	▲
23	—	—	—	—	—	—	—
24	—	▲	—	▲	▲	▲	—
25	—	—	▲	—	—	—	—
26	▲	▲	—	—	▲	—	—
27	—	—	—	—	—	—	—
28	—	▲	—	—	▲	—	—
29	—	—	—	—	—	—	—
30	—	▲	—	▲	▲	—	▲
31	—	—	▲	—	—	—	—
32	—	▲	—	—	▲	▲	—
33	—	—	—	—	—	—	—
34	—	▲	—	—	▲	—	▲
35	▲	—	—	—	—	—	—
36	—	▲	—	▲	▲	▲	—
37	—	—	▲	—	—	—	—
38	—	▲	—	—	▲	—	—
39	—	—	—	—	—	—	—
40	—	▲	—	—	▲	—	—
41	▲	—	—	—	—	—	—
42	—	▲	—	—	▲	—	▲
43	—	—	—	—	—	—	—
44	—	▲	—	—	▲	▲	—
45	—	—	—	▲	—	—	—
46	—	▲	—	—	▲	—	—
47	—	—	▲	—	—	—	—
48	▲	▲	—	—	▲	—	—
49	—	—	—	—	—	—	—
50	—	▲	—	—	▲	—	▲
51	—	—	—	—	—	▲	—
52	—	▲	—	—	▲	—	—
53	—	—	—	—	—	—	—
54	▲	▲	▲	—	▲	—	—
55	—	—	—	▲	—	—	—
56	—	▲	—	—	▲	—	▲
57	—	—	—	—	—	—	—
58	—	▲	—	—	▲	▲	—
59	—	—	—	—	—	—	—
60	—	▲	—	—	▲	—	—
61	—	—	—	—	—	—	—
62	▲	▲	▲	—	▲	—	—
63	—	—	—	—	—	—	—
64	—	▲	—	▲	▲	—	▲
65	—	—	—	—	—	—	—
66	—	▲	—	—	▲	—	—
67	—	—	—	—	—	—	—
68	—	▲	—	—	▲	—	—
69	—	—	—	▲	—	—	—
70	—	▲	—	—	▲	▲	—
71	—	—	▲	—	—	—	—
72	—	▲	—	—	▲	—	▲
73	—	—	—	—	—	—	—
74	▲	▲	—	—	▲	—	—
75	—	—	—	▲	—	—	—
76	—	▲	—	—	▲	▲	▲
77	—	—	—	—	—	—	—
78	—	▲	▲	—	▲	—	—
79	—	—	—	—	—	—	—
80	—	▲	—	—	▲	—	—
81	—	—	—	—	—	—	▲
82	—	▲	—	—	▲	▲	—
83	—	—	—	—	—	—	—
84	—	▲	—	—	▲	—	—
85	—	—	—	—	—	—	—
86	—	▲	—	—	▲	—	—
87	—	—	▲	▲	—	—	—
88	—	▲	—	—	▲	—	—
89	▲	—	—	—	—	—	—
90	—	▲	—	—	▲	—	▲
91	—	—	—	—	—	—	—
92	—	▲	—	—	▲	▲	—
93	—	—	—	—	—	—	—
94	—	▲	—	—	▲	—	—
95	—	—	—	—	—	—	—
96	—	▲	—	▲	▲	—	▲
97	—	—	▲	—	—	—	—
98	—	▲	—	—	▲	—	—
99	—	—	—	—	—	▲	—

PATH TO THE EARTH CRYSTAL

Lukahn's prophecy foretold of a time when four Warriors of Light would come to save the world from darkness. That time has come, and your long journey begins here. Follow your destiny to faraway lands, make new allies, battle unspeakable foes and eventually face the Fiend of Earth, Lich, in hope of relighting the first of the four crystals.



DWARVEN CANAL

Bring Nitro Powder to Nerrick, the Dwarf in Mt. Duergar, to blast open a canal that will allow you to sail to new lands.

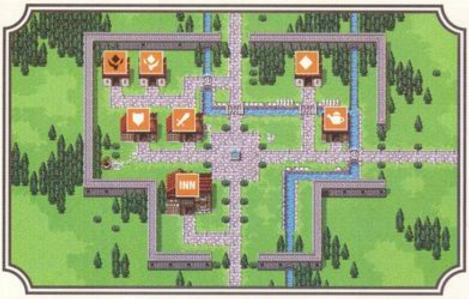
CORNELIA BRIDGE

As a reward for saving his daughter from Garland, the king of Cornelia will have his men rebuild the bridge to the northern Continent.

MATOYA'S CAVE
CHAOS SHRINE
PRAVOKA
MOUNT DUERGAR
MELMOND
CORNELIA
GIANT'S CAVE
WESTERN KEEP
CAVERN OF EARTH
SAGE'S CAVE
ELFHEIM
MARSH CAVE

CORNELIA

Cornelia, city of dreams, is where your adventure begins. The king in the castle just north of town believes you are the prophesied Warriors of Light. He'll rebuild the bridge to the north continent if you rescue his daughter, Sarah, from the evil knight, Garland. Spend time in town before you set out for the Chaos Shrine, and be sure to speak with the wizards at the Inn to learn vital information.



RESTORATION

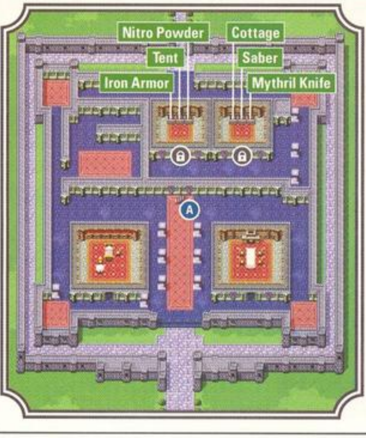
SHOP	PRICE	INFO
Inn	30 gil	Restore party's HP & MP
Sanctuary	40 gil	Restore KO'd party members

WEAPON SHOP

WEAPON	PRICE	ATK	ACC	CLASSES
Knife	4 gil	5	10	Wa, RM, Kn, RW, Th, Ni BM, BW
Hammer	8 gil	9	0	Wa, Kn, WM, Ni, WW
Nunchaku	8 gil	12	0	Ni, Mo, Ma
Rapier	8 gil	9	5	Wa, RM, Kn, RW, Th, Ni
Staff	4 gil	6	0	Wa, RM, Kn, RW, WM, Ni, WW, Mo, BM, Ma, BW

ARMOR SHOP

ARMOR	PRICE	DEF	WGT	CLASSES
Chain Mail	65 gil	15	15	Wa, RM, Kn, RW, Ni
Clothes	8 gil	1	2	All
Leather Armor	40 gil	4	8	Wa, RM, Kn, RW, Th, Ni, Mo, Ma



ENEMY ENCOUNTERS: AROUND CORNELIA

NAME	HP	ATK	GIL	EXP	WEAKNESS
Black Widow	28	10	8	30	—
Crazy Horse	64	10	15	63	—
Gigas Worm	56	17	15	63	Fire
Goblin	8	4	6	6	—
Goblin Guard	16	8	18	18	—
Skeleton	10	10	3	9	Fire, Dia
Wolf	20	8	6	24	—

ITEM SHOP

ITEM	PRICE	EFFECT
Antidote	50 gil	Cures poison
Phoenix Down	500 gil	Revives one KO'd ally
Potion	40 gil	Restores 50 HP
Sleeping Bag	50 gil	Partially restores party's HP

SPELL SHOP: WHITE MAGIC, LEVEL 1

SPELL	PRICE	CLASSES	EFFECT
Blink	50 gil	WM, Kn, RW, WW	Raises caster's Evasion
Cure	50 gil	RM, WM, Kn, RW, WW	Restores a little HP to one ally
Dia	50 gil	WM, WW	Deals damage to all undead foes
Protect	50 gil	RM, WM, Kn, RW, WW	Raises one ally's Defense

SPELL SHOP: BLACK MAGIC, LEVEL 1

SPELL	PRICE	CLASSES	EFFECT
Fire	50 gil	RM, BM, Ni, RW, BW	Deals fire damage to one foe
Focus	50 gil	RM, BM, Ni, RW, BW	Lowers one foe's Evasion
Sleep	50 gil	RM, BM, Ni, RW, BW	Puts all foes to sleep
Thunder	50 gil	RM, BM, Ni, RW, BW	Deals lightning damage to one foe

SHOP INFORMATION: SPELLS

Each character can purchase only three spells per magic level. Be sure to purchase Cure and assign someone as your party's healer. Dia, a white-magic attack, will also prove helpful when facing the undead of the Chaos Shrine. Also, purchase Fire and Sleep for your black-magic spellcasters. Sleep, like Dia, affects all enemies and can get your party out of some sticky spots. It is also effective against Garland, the boss of the Chaos Shrine.

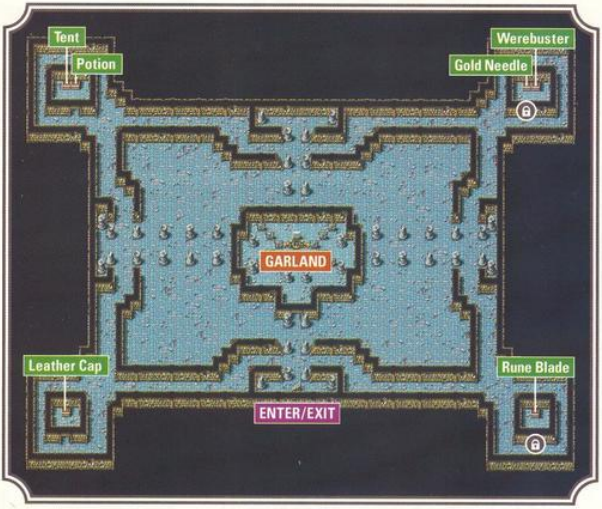
EXPERIENCE MATTERS

Goblin 4
Desh 45/ 93 0
Baku 52/ 54 0
Sherko 54/ 86 24
Gungho 26/ 27 28

Before charging recklessly to the Chaos Shrine, spend some time battling enemies in the overworld near Cornelia. You'll gain experience to level up your party members and earn gil to buy the armor, weapons, items and spells necessary for surviving the road ahead. When your party is weak, use the inn in Cornelia to restore HP and MP.

CHAOS SHRINE

Once your party reaches level 3, head to the Chaos Shrine with full strength. Go straight to Garland and defeat him. After you return to Cornelia and receive the Lute from the princess, revisit the shrine to fight the higher-level monsters for experience and gil. Some rooms in the Chaos Shrine require the Mystic Key, which you'll find later in the game. Collect the treasure available now before you move on.



GARLAND

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL
212	15	27	8	6	12	12	64	250

EXP	TREASURE	WEAKNESS
130	Longsword	—

Garland 1
Cecy 61/ 64 0
Egge 12/ 54 0
Yang 59/ 59 30
Tera 27/ 27 32

Garland is strong against most magic. Attack him using physical attacks, Sleep and Thunder. Be sure to enter the battle with full strength, and use your Red Mage or White Mage to heal ailing party members. Cast Protect on your strongest fighters to lower Garland's attacks.

ENEMY ENCOUNTERS: CHAOS SHRINE

NAME	HP	ATK	GIL	EXP	WEAKNESS
Crazy Horse	64	10	15	63	—
Gigas Worm	56	17	15	63	Fire
Goblin Guard	16	8	18	18	—
Lizard	92	18	50	153	—
Ogre	100	18	195	195	—
Scorpion	84	22	70	225	—
Tarantula	64	5	50	141	—
Warg Wolf	72	14	22	93	—
Werewolf	68	14	67	135	—

FOUND WEAPONS

WEAPON	ATK	ACC	CLASSES
Rune Blade	18	15	Wa, RM, Kn, RW, Th, Ni
Werebuster	18	15	W, RM, Kn, RW, Ni

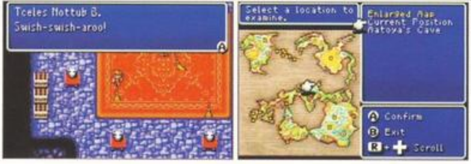
FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Leather Cap	1	1	All

MATOYA'S CAVE

When your party reaches level 6, you'll be strong enough to fend off the monsters across the bridge, on the continent north of Cornelia. Make a stop at Matoya's Cave first. Collect the two Potions and the Antidote from the chests, then talk to a broom and decipher its cryptic message. You'll need to return to Matoya later in the game once you find her crystal eye (see page 15).

WORLD-MAP ACCESS



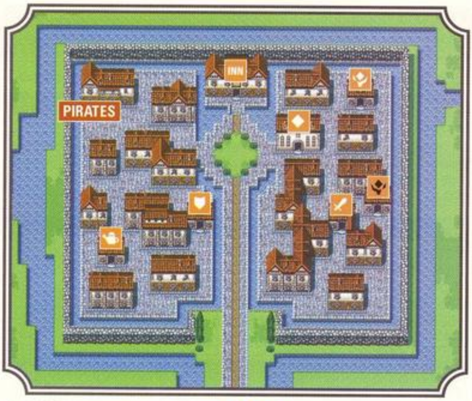
Tceles Nottub B.
Swish-swish-aroo!

Select a location to examine.

The brooms are trying to tell you how to access the world map. After speaking with one of them, press B and Select simultaneously to bring up the map. Although it shows the world in its entirety, it gives specific information only for places you've already visited.

PRAVOKA

The road to Pravoka is long, so bring plenty of Potions. If you arrive low on strength, stay at the inn before speaking with Bikke and his gang of pirates in the northeast corner of town—you'll be forced into battle once you talk to them. Hit the regular spots in town to upgrade your weapons, armor and magic. Magic is exceedingly expensive in Pravoka, so choose wisely which spells to buy first.



SHOP INFORMATION: SPELLS

Invis is the most useful level-2 white-magic spell. Use it to raise a party member's Evasion during battle. Silence is also worth picking up—it is effective against spellcasting bosses later in the game. From the level-2 black-magic shop, purchase Blizzard. It is a good elemental attack against enemies weak to ice.

PIRATE

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
24	10	2	0	6	3	12	35	40	40	Leather Shield

WEAKNESS
—

In Pravoka, you must face an army of pirates to restore peace. The pirates aren't very strong, especially compared to the enemies outside town. Cast Sleep to incapacitate the lot of 'em, then pick them off one by one. After a successful battle, Bikke, their leader, will offer his ship as penance for his wrongdoing.

Pirate 0
Cecy 92/ 94 0
Egge 78/ 78 0
Yang 65/ 65 40
Tera 49/ 49 51

I want ye to take me ship fer yer troubles. Can ye find it in yer heart to fergive an old pirate?

RESTORATION

SHOP	PRICE	INFO
Inn	50 gil	Restore party's HP & MP
Sanctuary	80 gil	Restore KO'd party members

WEAPON SHOP

WEAPON	PRICE	ATK	ACC	CLASSES
Battle Axe	450 gil	16	5	Wa, Kn, Ni
Broadsword	450 gil	15	10	Wa, RM, Kn, RW, Ni
Hammer	8 gil	9	0	Wa, Kn, WM, Ni, WW
Scimitar	160 gil	10	10	Wa, RM, Kn, RW, Th, Ni

ARMOR SHOP

ARMOR	PRICE	DEF	WGT	CLASSES
Chain Mail	65 gil	15	15	Wa, RM, Kn, RW, Ni
Iron Armor	640 gil	24	23	Wa, Kn, Ni
Leather Armor	40 gil	4	8	Wa, RM, Kn, RW, Th, Ni, Mo, Ma
Leather Gloves	50 gil	1	1	All
Leather Shield	12 gil	2	0	Wa, Kn, Ni

ITEM SHOP

ITEM	PRICE	EFFECT
Antidote	50 gil	Cures poison
Ether	150gil	Restores 50 MP
Eye Drops	50 gil	Cures Darkness
Phoenix Down	500 gil	Revives one KO'd ally
Potion	40 gil	Restores 50 HP

SPELL SHOP: WHITE MAGIC, LEVEL 2

SPELL	PRICE	CLASSES	EFFECT
Blindna	250 gil	RM, WM, Kn, RW, WW	Cures Darkness
Invis	250 gil	RM, WM, Kn, RW, WW	Raises one ally's Evasion
NulShock	250 gil	RM, WM, Kn, RW, WW	Reduces lightning damage by half
Silence	250 gil	RM, WM, Kn, RW, WW	Prevents all foes from casting spells

SPELL SHOP: BLACK MAGIC, LEVEL 2

SPELL	PRICE	CLASSES	EFFECT
Blizzard	250 gil	RM, BM, Ni, RW, BW	Deals ice damage to one foe
Dark	250 gil	RM, BM, Ni, RW, BW	Blinds all foes with darkness
Slow	250 gil	RM, BM, Ni, RW, BW	Reduces all foes' number of attacks
Temper	250 gil	RM, BM, Ni, RW, BW	Raises one ally's attack

OPEN WATER

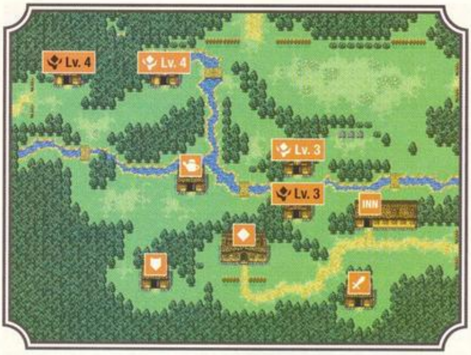
Commandeer the ship just south of Pravoka and set sail. Travel the open waters to get your bearings, and use Thunder spells on the enemies you encounter at sea. Return to Cornelia for an easy dock and a cheap inn stay, then head due south to Elfheim.

ENEMIES AT SEA

NAME	HP	ATK	GIL	EXP	WEAKNESS
Bigeyes	10	4	10	42	Lightning
Buccaneer	50	14	120	60	—
Sahagin	28	10	30	30	Lightning
Sahagin Chief	64	15	105	105	Lightning
Shark	120	22	66	267	Lightning

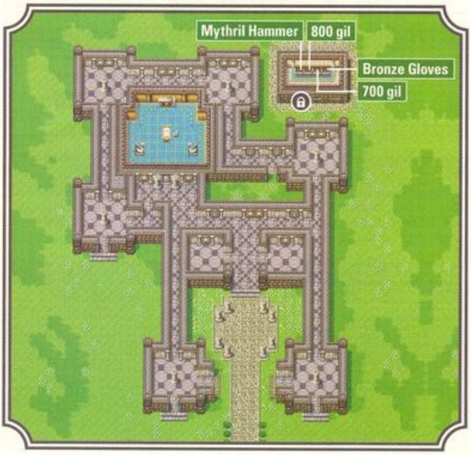
ELFHEIM

Both Elfheim and Elven Castle are accessible from the overworld map. Elfheim contains level-3 and level-4 magic shops, though you must work your way up before you can purchase the level-4 spells.



ENEMY ENCOUNTERS: AROUND ELFHEIM

NAME	HP	ATK	GIL	EXP	WEAKNESS
Cobra	56	6	50	123	—
Ghast	56	8	117	117	Fire, Dia
Gigas Worm	56	17	15	63	Fire
Goblin Guard	16	8	18	18	—
Ogre	100	18	195	195	—
Ogre Chief	132	23	300	282	—
Tarantula	64	5	50	141	—
Warg Wolf	72	14	22	93	—
Werewolf	68	14	67	135	—
Wolf	20	8	6	24	—



In Elven Castle, you will find the prince sleeping under a spell cast by Astos, king of the Dark Elves. To wake him, you'll have to earn the Jolt Tonic from Matoya—she will not give it up easily.

RESTORATION

SHOP	PRICE	INFO
Inn	100 gil	Restore party's HP & MP
Sanctuary	200 gil	Restore KO'd party members

WEAPON SHOP

WEAPON	PRICE	ATK	ACC	CLASSES
Crosier	160 gil	14	0	Wa, Kn, Ni, Mo, Ma
Dagger	140 gil	7	10	Wa, RM, Kn, RW, Th, Ni, BM, BW
Iron Nunchaku	160 gil	16	0	Ni, Mo, Ma
Saber	360 gil	13	5	Wa, RM, Kn, RW, Th, Ni

ARMOR SHOP

ARMOR	PRICE	DEF	WGT	CLASSES
Copper Armlet	800 gil	4	1	All
Helm	80 gil	3	3	Wa, Kn, Ni
Iron Armor	640 gil	24	23	Wa, Kn, Ni
Iron Shield	80 gil	4	0	Wa, Kn, Ni
Leather Cap	65 gil	1	1	All

ITEM SHOP

ITEM	PRICE	EFFECT
Antidote	50 gil	Cures Poison
Echo Grass	50 gil	Cures Silence
Gold Needle	500 gil	Cures Stone
Potion	40 gil	Restores 50 HP
Tent	160 gil	Partially restores party's HP and MP

SPELL SHOP: WHITE MAGIC, LEVEL 3

SPELL	PRICE	CLASS	EFFECT
Cura	1,000 gil	RM, WM,Kn,RW, WW	Restores HP to one ally
Diara	1,000 gil	WM, WW	Deals damage to all undead foes
Heal	1,000 gil	WM, WW	Restores a little HP to entire party
NulBlaze	1,000 gil	RM, WM,Kn,RW, WW	Reduces Fire damage by half

SPELL SHOP: BLACK MAGIC, LEVEL 3

SPELL	PRICE	CLASSES	EFFECT
Fira	1,000 gil	RM, BM, Ni, RW, BW	Deals Fire damage to all foes
Focara	1,000 gil	RM, BM, Ni, RW, BW	Lowers Evasion of all foes
Hold	1,000 gil	RM, BM, Ni, RW, BW	Paralyzes one foe
Thundara	1,000 gil	RM, BM, Ni, RW, BW	Deals Lightning damage to all foes

SPELL SHOP: WHITE MAGIC, LEVEL 4

SPELL	PRICE	CLASSES	EFFECT
Fear	2,500 gil	WM, WW	Drives all foes away in terror
NulFrost	2,500 gil	RM, WM, RW, WW	Reduces Ice damage by half
Poisona	2,500 gil	RM, WM, RW, WW	Cures Poison
Vox	2,500 gil	WM, RW, WW	Cures Silence

SPELL SHOP: BLACK MAGIC, LEVEL 4

SPELL	PRICE	CLASSES	EFFECT
Blizzara	2,500 gil	RM, BM, Ni, RW, BW	Deals Ice damage to all foes
Confuse	2,500 gil	RM, BM, Ni, RW, BW	Causes foes to turn on each other
Haste	2,500 gil	RM, BM, Ni, RW, BW	Double one ally's number of attacks
Sleepra	2,500 gil	RM, BM, Ni, RW, BW	Puts one foe to sleep

SHOP INFORMATION: SPELLS

Elfheim contains very powerful white and black spells. Pick up Cura and Fira as soon as you can afford them, then explore the overworld to gain experience and gil. Level-4 spell Poisona will be helpful in areas plagued by poisonous monsters.

WESTERN KEEP

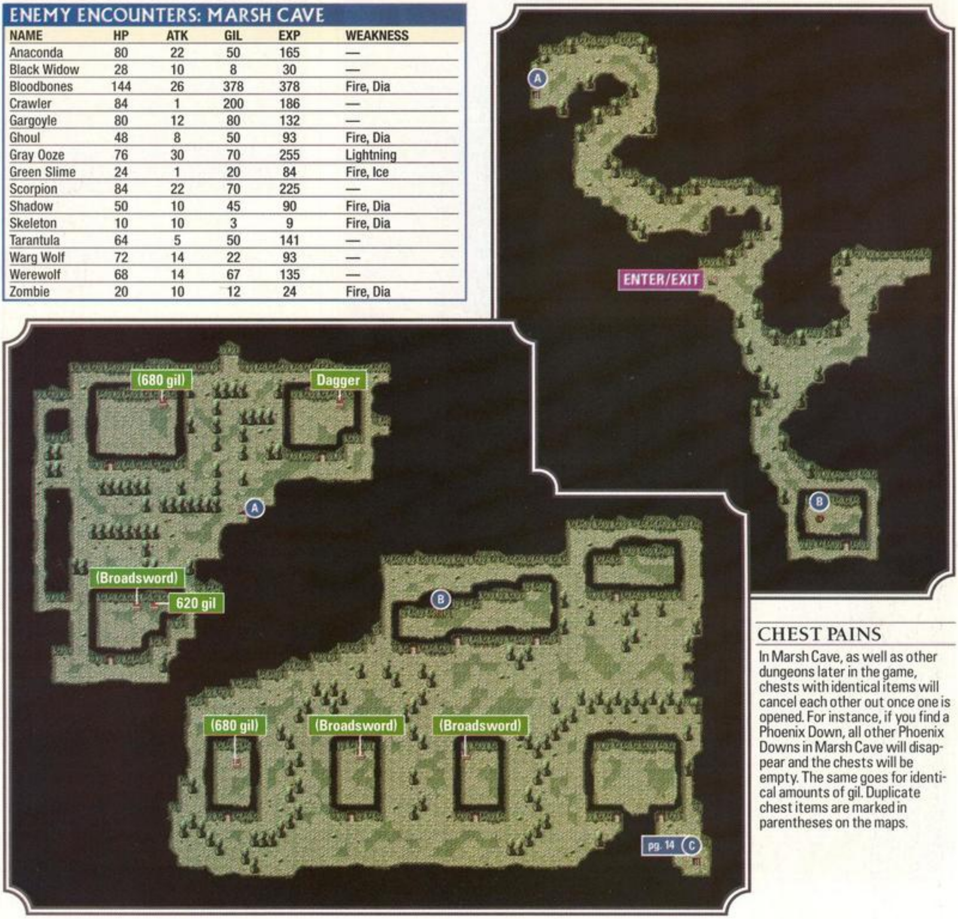
The Western Keep, a ruined castle northwest of Elfheim, appears abandoned except for the king. He claims that Astos deceived him, and will ask you to go to Marsh Cave and retrieve his crown so he can restore glory to the castle. Continue to level up your characters, and save up enough gil to purchase spells and supplies in Elfheim before heading to Marsh Cave to claim the king's crown.

MARSH CAVE

Surviving Marsh Cave requires preparation. Items such as Antidotes and Tents will prove valuable. Spells like Fira and Diara will be useful against large groups of monsters that tend to inflict Paralysis on your party members. Don't bother tackling the cave until your party reaches level 10 or 11. Explore the cave thoroughly—when your party's HP and MP get low, return to the surface and use a Tent.

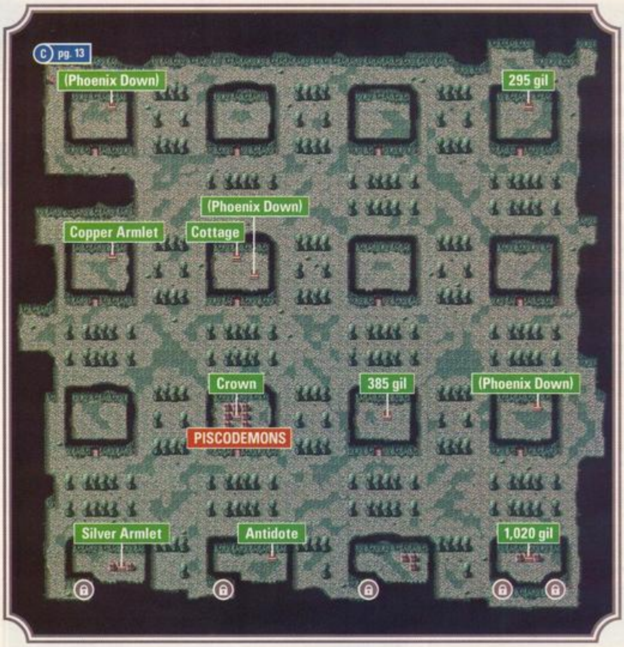
ENEMY ENCOUNTERS: MARSH CAVE

NAME	HP	ATK	GIL	EXP	WEAKNESS
Anaconda	80	22	50	165	—
Black Widow	28	10	8	30	—
Bloodbones	144	26	378	378	Fire, Dia
Crawler	84	1	200	186	—
Gargoyle	80	12	80	132	—
Ghoul	48	8	50	93	Fire, Dia
Gray Ooze	76	30	70	255	Lightning
Green Slime	24	1	20	84	Fire, Ice
Scorpion	84	22	70	225	—
Shadow	50	10	45	90	Fire, Dia
Skeleton	10	10	3	9	Fire, Dia
Tarantula	64	5	50	141	—
Warg Wolf	72	14	22	93	—
Werewolf	68	14	67	135	—
Zombie	20	10	12	24	Fire, Dia



CHEST PAINS

In Marsh Cave, as well as other dungeons later in the game, chests with identical items will cancel each other out once one is opened. For instance, if you find a Phoenix Down, all other Phoenix Downs in Marsh Cave will disappear and the chests will be empty. The same goes for identical amounts of gil. Duplicate chest items are marked in parentheses on the maps.


C pg. 13
(Phoenix Down)
295 gil
(Phoenix Down)
Copper Armlet
Cottage
Crown
385 gil
(Phoenix Down)
PISCODEMONS
Silver Armlet
Antidote
1,020 gil

POISONED PARTY MEMBERS

Green Slimes, like Scorpions, will poison members of your party. Unlike Scorpions, though, they are almost invulnerable to most physical attacks. Use Fire and Ice spells to defeat them, and bring along plenty of Antidotes.

PISCODEMON

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF
84	30	21	16	33	18	66	98

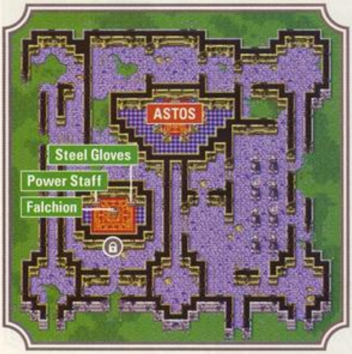
GIL	EXP	TREASURE	WEAKNESS
300	276	—	—

Piscodemon 4
Cecy 85/ 87 41
Egge 83/ 84 48
Yang 93/ 93 54
Tera 102/ 102 40

A group of Piscodemons will be guarding the chest that contains the crown, as well as the chests you will find later with the Mystic Key. The number you will face is random, so prepare for the worst. Piscodemons are not particularly vulnerable to anything, so use strong physical attacks.

BOSS BATTLE AT WESTERN KEEP

The Western Keep is your next stop after securing the king's crown from Marsh Cave. You will soon learn that the king is not who he says he is. Astos, king of the Dark Elves, has been masquerading as the king of Elfheim, and requires the crown to rule over the Elves. Defeat him to gain the Crystal Eye, which you can return to Matoya. Then continue your quest toward reviving the prince of Elfheim.


ASTOS
Steel Gloves
Power Staff
Falchion

REST AND REJUVENATE

After your Marsh Cave escapade, take a small detour to Elfheim before heading north to the Western Keep—a battle with Astos awaits you there. In Elfheim, stop by the inn for some rest, and use the money you've earned to buy level-4 spells and supplies that will aid you in the upcoming battle.

ASTOS

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE	WEAKNESS
420	30	42	18	39	24	78	170	2,000	2,250	Mythril Sword	—

Astos knows a spell called Death that will fell a party member instantly. Take him down before he has time to use it. Haste and Invis will greatly aid your party. Attack Astos vigorously—Silence and Fira are effective, as is Confuse, which will cause Astos to attack himself instead of you.

Astos 1
Cecy
Egge
Yang
Tera

RETURN MATOYA'S CRYSTAL EYE

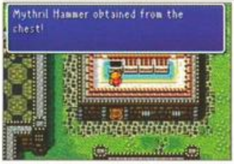
Don't worry. I have something to give you in exchange. Take this potion.

Defeating Astos at the Western Keep will earn you the Crystal Eye. Head to your ship and sail back to the northern continent en route to Matoya's Cave. Return the Crystal Eye to its rightful owner, Matoya. In return for her eyesight, she will give you a Jolt Tonic, the most amazing Potion in her collection. The tonic is powerful enough to revive the prince of Elfheim. Return to Elfheim and buy any spells you still need from the shops, earning gil and experience along the way.

REVIVE THE PRINCE OF ELFHEIM

Take the Jolt Tonic to the Elven Castle to revive the prince. He will show you his gratitude for awakening him from his five-year-long slumber by rewarding you with the Mystic Key. The key will enable you to delve deeper into just about every place you've been so far. Follow the tips below and use the dungeon maps on previous pages—you can now open doors that are marked with the Mystic Key icon.

ELVEN TREASURE


Mythril Hammer obtained from the chest!

Outside, to the right of the castle, is a treasure room (see the map on page 12). It will be your first stop with the Mystic Key. You'll find a powerful Mythril weapon, a pair of Bronze Gloves and a good chunk of change.

FOUND WEAPONS

WEAPON	ATK	ACC	CLASSES
Mythril Hammer	12	5	Wa, Kn, WM, Ni, WW

FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Bronze Gloves	2	3	Wa, Kn, Ni

LOOT THE WESTERN KEEP

There are four more places to revisit with the Mystic Key. Head to the Western Keep one last time. Astos's treasure room is to the southwest of his chamber, though you'll have to find your way to it through a maze of passageways.

FOUND WEAPONS

WEAPON	ATK	ACC	CLASSES
Falchion	15	10	Wa, RM, Kn, RW, Th, Ni
Power Staff	12	0	Wa, Kn, WM, Ni, WW, Mo, BM, Ma, BW

FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Steel Gloves	4	5	Wa, Kn, Ni

ENEMY ENCOUNTERS: WESTERN KEEP

NAME	HP	ATK	GIL	EXP	WEAKNESS
Mummy	80	30	300	300	Fire, Dia
Wraith	86	22	231	231	Fire, Dia

MUMMY DEAREST

When you approach each of the three chests, you will encounter Mummies or Wraiths. You can avoid the confrontations simply by opening each chest from its side, though you will miss out on gaining experience points. Mummies and Wraiths are hard hitters—fight them with Fire, Dia and physical attacks.

MARSH CAVE TREASURE TROVE

On the lower level of Marsh Cave, the Mystic Key will gain you access to three new treasure chests. You'll probably have to face more Piscodemons, so be prepared to fight.

FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Silver Armlet	15	1	All

CHESTS OF CORNELIA

Cornelia Castle, where your adventure began, holds two treasure rooms. The Mystic Key will allow you to enter them. The rooms contain Nitro Powder, along with some other useful items and some weapons. Nerrick, an obsessed Dwarf from Mt. Duergar, desires the Nitro Powder to finish a project. Take it to him—but not before looting the two rooms of their treasure.

FOUND WEAPONS

WEAPON	ATK	ACC	CLASSES
Mythril Knife	10	15	Wa, RM, Kn, RW, Th, Ni, BM, BW
Saber	13	5	Wa, RM, Kn, RW, Th, Ni

FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Iron Armor	24	23	Wa, Kn, Ni

CHAOS SHRINE SWORDS

The northeast and southeast corners of the Chaos Shrine hold rooms accessible only by using the Mystic Key. Gargoyles guard the two rooms, but they shouldn't be a problem at this point in the game. You'll find two useful swords here: the Rune Blade and the Werebuster. You may be able to equip each sword to a different party member, depending on their class.

FOUND WEAPONS

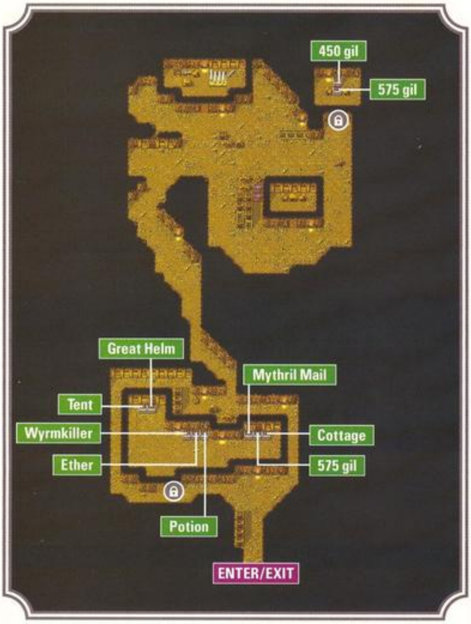
WEAPON	ATK	ACC	CLASSES
Rune Blade	18	15	Wa, RM, Kn, RW, Th, Ni
Werebuster	18	15	W, RM, Kn, RW, Ni

QUICK EQUIP

The Werebuster and the Rune Blade have special abilities in addition to the increase in attack stats. The Rune Blade does extra damage to spellcasters, and the Werebuster does extra damage to werebeasts. Weapons with special abilities are especially useful if you learn to equip on the fly in battle!

MT. DUERGAR

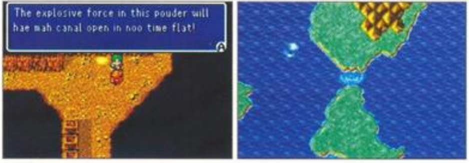
Sail to the port northwest of Cornelia. Travel by foot southwest until you find the Dwarven cave nestled in the mountain range. The Mystic Key will open two treasure rooms in Mt. Duergar. One contains a sword called Wyrmkiller, which is effective against dragons. It also contains some useful items and armor. Loot the goods, then give the Nitro Powder to Nerrick.



ENEMY ENCOUNTERS: AROUND MT. DUERGAR

NAME	HP	ATK	GIL	EXP	WEAKNESS
Cobra	56	6	50	123	—
Ghast	56	8	117	117	Fire, Dia
Ghoul	48	8	50	93	Fire, Dia
Gigas Worm	56	17	15	63	Fire
Hyenadon	120	22	72	288	—
Lesser Tiger	132	22	108	438	—
Ogre	100	18	195	195	—
Ogre Chief	132	23	300	282	—
Shadow	50	10	45	90	Fire, Dia
Tarantula	64	5	50	141	—
Warg Wolf	72	14	22	93	—
Wolf	20	8	6	24	—

DWARF PYROTECHNICS


The explosive force in this powder will hae mah canal open in noo time flat!

Nerrick will not rest until he blows open the canal to the western continent. Assist him by handing over the Nitro Powder you obtained from the treasure room in Cornelia. You'll earn access to much of the world and get closer to lighting the first crystal.

FOUND WEAPONS

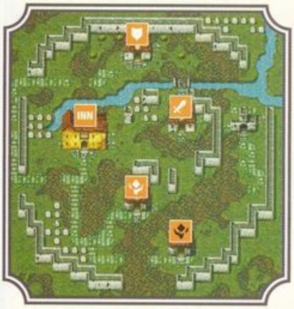
WEAPON	ATK	ACC	CLASSES
Wyrmkiller	19	15	Wa, RM, Kn, RW, Th, Ni

FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Great Helm	5	5	Wa, Kn, Ni
Mythril Mail	18	8	Wa, RM, Kn, RW, Ni

MELMOND

Melmond, a town near the port just west of the canal, is your next destination. Talking to the townspeople will reveal stories of Vampires plaguing the streets. Stay at the inn to restore your party's HP and MP, buy spells and supplies, then head southwest to the formidable Cavern of Earth.



SHOP INFO

If you utilized the Mystic Key fully, you won't have much of a need to purchase weapons. Buying and equipping Silver Armlets, however, will prove useful for raising Defense. The Knight's Armor is spendy, and probably not worth it. Use your money on the powerful black and white spells available in Melmond. You may be unable to learn some of the spells until your character class has been upgraded (see page 28).

RESTORATION

SHOP	PRICE	INFO
Inn	100 gil	Restore party's HP & MP

ARMOR SHOP

ARMOR	PRICE	DEF	WGT	CLASSES
Bronze Gloves	160 gil	2	3	Wa, Kn, Ni
Great Helm	360 gil	5	5	Wa, Kn, Ni
Knight's Armor	36,000 gil	34	33	Wa, Kn
Silver Armlet	4,000 gil	15	1	All
Steel Gloves	600 gill	4	5	Wa, Kn, Ni

WEAPON SHOP

WEAPON	PRICE	ATK	ACC	CLASSES
Crosier	160 gil	14	0	Wa, Kn, Ni, Mo, Ma
Falchion	360 gil	15	10	Wa, RM, Kn, RW, Th, Ni
Longsword	1,200 gil	20	10	Wa, RM, Kn, RW, Ni
Saber	360 gil	13	5	Wa, RM, Kn, RW, Th, Ni

SPELL SHOP: WHITE MAGIC, LEVEL 5

SPELL	PRICE	CLASSES	EFFECT
Curaga	4,000 gil	RM, WM, RW, WW	Restores a lot of HP to one ally
Diaga	4,000 gil	WM, WW	Deals damage to all undead foes
Healara	4,000 gil	WM, WW	Restores HP to entire party
Life	4,000 gil	WM, RW, WW	Revives on KO'd ally

SPELL SHOP: BLACK MAGIC, LEVEL 5

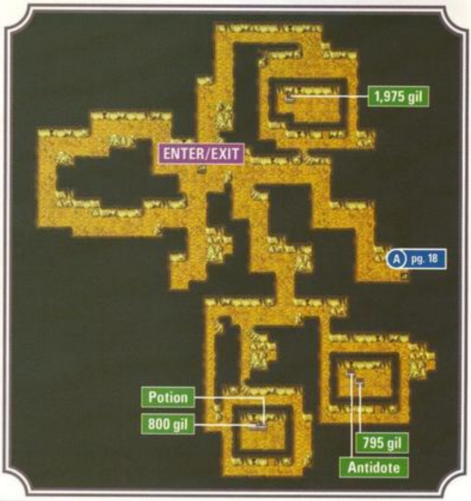
SPELL	PRICE	CLASSES	EFFECT
Firaga	4,000 gil	RM, BM, RW, BW	Deals Fire damage to all foes
Scourge	4,000 gil	BM, RW, BW	Instantly kills all foes
Slowra	4,000 gil	RM, BM, RW, BW	Reduces one foe's number of attacks
Teleport	4,000 gil	RW, BW	Transports party to previous floor

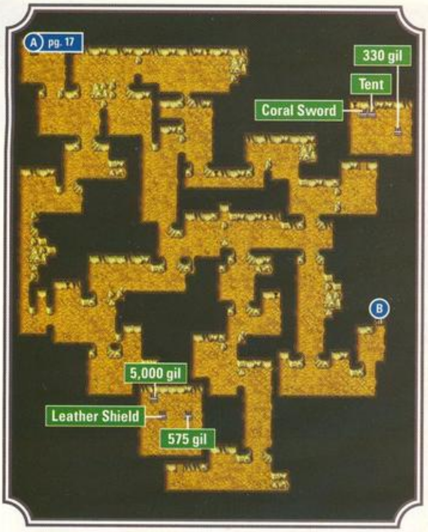
CAVERN OF EARTH

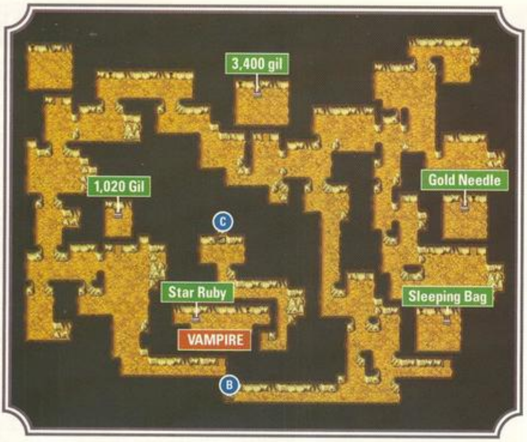
Tucked between two large mountain ranges lies the entrance to the Cavern of Earth. You won't be able to explore its depths fully until you gain the Earth Rod from Sadda—but to find Sadda, you'll need to defeat the Vampire located three levels down. An area called the Hall of Titans lies just left of the entrance. Avoid it unless you want to fight large monsters and level up quickly.

ENEMY ENCOUNTERS: CAVERN OF EARTH

NAME	HP	ATK	GIL	EXP	WEAKNESS
Anaconda	80	22	50	165	—
Black Widow	28	10	8	30	—
Cobra	56	6	50	123	—
Cockatrice	50	1	200	186	—
Earth Elemental	288	66	768	1,536	Fire
Gargoyle	80	12	80	132	—
Ghast	56	8	117	117	Fire, Dia
Goblin Guard	16	8	18	18	—
Hill Gigas	240	38	879	879	—
Hyenadon	120	22	72	288	—
Lizard	92	18	50	153	—
Minotaur	164	22	489	489	—
Mummy	80	30	300	300	Fire, Dia
Ogre	100	18	195	195	—
Ogre Chief	132	23	300	282	—
Ogre Mage	144	23	723	723	—
Piscodemon	84	30	300	276	—
Sphinx	228	23	1,160	1,160	—
Tarantula	64	5	50	141	—
Troll	184	24	621	621	Fire
Warg Wolf	72	14	22	93	—
Werewolf	68	14	67	135	—
Wight	52	20	150	150	Fire, Dia
Wraith	86	22	231	231	Fire, Dia




A pg. 17
330 gil
Tent
Coral Sword
B
5,000 gil
Leather Shield
575 gil


3,400 gil
1,020 Gil
Gold Needle
C
Star Ruby
Sleeping Bag
VAMPIRE
B

STONE SETBACKS

Gold Needle
Cockatrice 6
Stone
Stone
Yang
Tera

Enemies in the Cavern of Earth are strong, so come prepared with the basic necessities: Tents and Potions. Keep an eye out for Cockatrices—though they're weak, they have the ability to turn your party members to stone. Bring extra Gold Needles to avoid long detours in your quest.

VAMPIRE

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
280	76	39	26	36	26	72	75	2,000	1,200	—

WEAKNESS
Fire, Dia

Vampire 1
Cecy
Edge
Yang
Tera

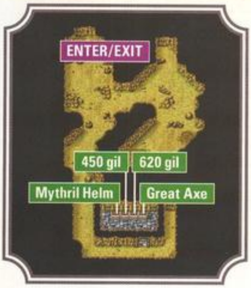
Though he is powerful, you can defeat the Vampire quickly using Fire and Dia spells. Hit him hard right off the bat before he has a chance to try out his nasty attacks on you. Defeating him will earn you the Star Ruby, which you'll need to take to the Giant's Cave before going any farther into the cavern.

FROM GIANT'S CAVE TO SAGE'S CAVE

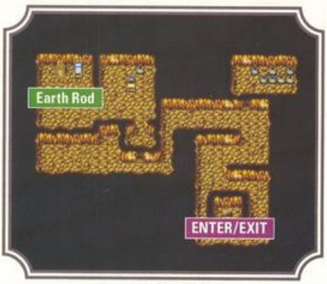
Leave the Cavern of Earth temporarily and head west with the Star Ruby. Take it to the Giant's Cave and feed it to the hungry giant. Be sure to collect the treasures before you pass through to the Sage's Cave. As a reward for your hard journey, Sadda, the sage, will give you the Earth Rod. Take the item back to the Cavern of Earth to gain access to its lower levels.

Give me star ruby and I let you pass!

Here. Take this staff with you and use it behind the vampire's chamber!


ENTER/EXIT
450 gil
620 gil
Mythril Helm
Great Axe

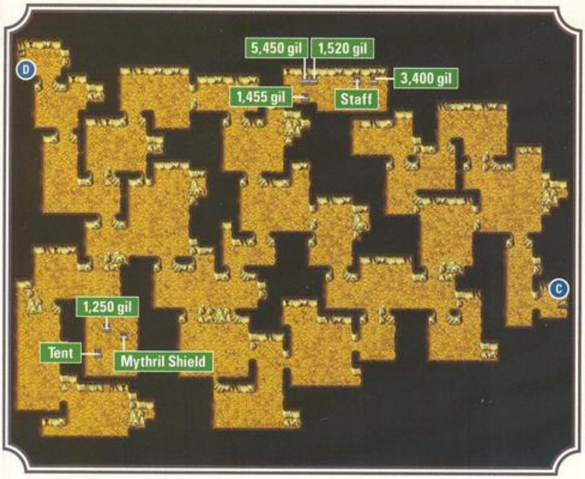
GIANT'S CAVE

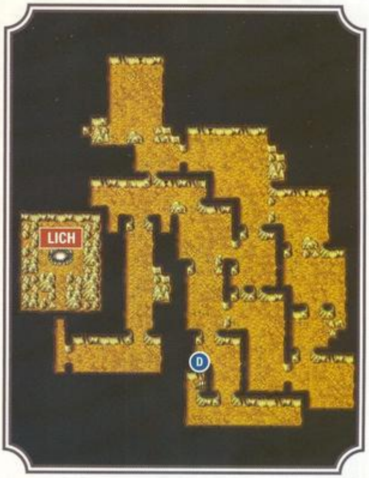

Earth Rod
ENTER/EXIT

SAGE'S CAVE

DEEPER INTO THE CAVERN OF EARTH

After the quick detour, head back to the Cavern of Earth with the Earth Rod to open the passageway that leads deeper. You may want to stop in Melmond for supplies and healing—there is much left to explore in the cavern. When fighting monsters, try equipping different swords during battle to use their special abilities. If your HP or MP is getting low, return to the surface, use a Tent and save.


D
5,450 gil
1,520 gil
3,400 gil
1,455 gil
Staff
C
1,250 gil
Tent
Mythril Shield



FOUND WEAPONS

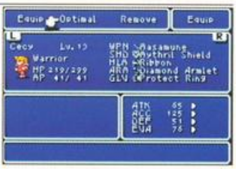
WEAPON	ATK	ACC	CLASSES
Coral Sword	19	15	Wa, RM, Kn, RW, Th, Ni
Great Axe	22	5	Wa, Kn, Ni
Staff	6	0	Wa, RM, Kn, RW, WM, Ni, WW, Mo, BM, Ma, BW

FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Leather Shield	2	0	Wa, Kn, Ni
Mythril Helm	6	3	Wa, Kn, Ni
Mythril Shield	8	0	Wa, Kn, Ni

OPTIMALLY EQUIPPED

Mythril Shield obtained from the chest!


Equip
Optimal
Remove
Equip
L
R
Cecy
Lv. 13
Warrior
HP 219/299
MP 41/ 41
WPN Masamune
SHD Mythril Shield
HLM Ribbon
ARM Diamond Armlet
GLV Protect Ring
ATK 65
ACC 125
DEF 51
EVA 76

Once you reenter the Cavern of Earth and use the Earth Rod, gather the valuable items from treasure chests. The Mythril Shield is a particularly good find; it will raise a party member's Defense significantly. Equipping your party with the strongest weapons and armor possible will aid you greatly in the upcoming battle.

LICH

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,200	40	49	40	12	30	24	120	3,000	2,200	Dry Ether

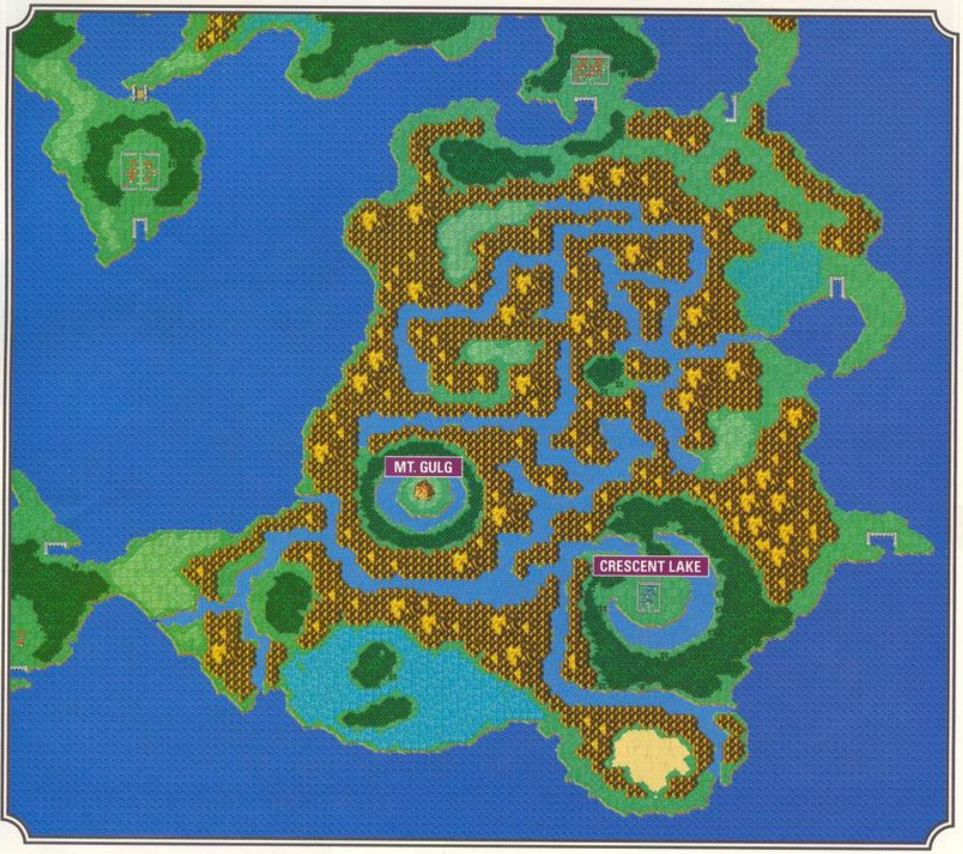
WEAKNESS
Fire, Dia

Lich
Cecy 250 / 299 41
Egge 240 / 249 48
Yang 246 / 273 1
Tera 236 / 244 10

Lich's bag of tricks includes a wide variety of attack spells. Because of his large amount of HP and high Defense, you'll need to be patient. Hit him with your most powerful Fire spells using Black or Red Mages. When your White Mage (if you have one in your party) isn't healing or protecting other members, use Dia spells to exploit Lich's weakness. Equip the Rune Blade to a compatible party member to do extra damage using physical attacks. Once you have defeated the abominable beast and lit the Earth Crystal, head into the portal for a free ride back to the overworld.

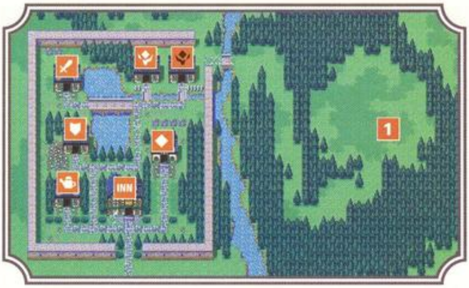
PATH TO THE FIRE CRYSTAL

The destiny of the four Warriors of Light is now certain. They must relight the four crystals, or the world will be covered in darkness. With the lighting of the Earth Crystal, Marilith, the Fiend of Fire, has been awakened before her time. The Warriors must travel to the other side of the world and into the heart of Mt. Gulg, where Marilith's lair is, to defeat her and light the second crystal.



CRESCENT LAKE

There are two ways to reach Crescent Lake, your first destination after lighting the Earth Crystal. You can sail southeast from the Cavern of Earth and travel all the way around the southern continents, or you can head due west across the open water until you reach land. Prepare to face much stronger enemies on the other side of the world. Fight your way to Crescent Lake to speak with the sages and get a canoe.



SHOP INFORMATION: SPELLS

At this point in the game, you should start relying more on spells than on items and sanctuaries. You may have to pass up valuable spells, though, because none of your party members are the right class. In Crescent Lake, if you have to pass up Stona or Exit, keep in mind that your party members' classes will change, perhaps allowing you to purchase the spells later in the game.

ENEMY ENCOUNTERS: AROUND CRESCENT LAKE

NAME	HP	ATK	GIL	EXP	WEAKNESS
Anaconda	80	22	50	165	—
Ankheg	222	39	300	1,194	—
Ghast	56	8	117	117	Fire, Dia
Gigas Worm	56	17	15	63	Fire
Goblin Guard	16	8	18	18	—
Hill Gigas	240	38	879	879	—
Minotaur	164	22	489	489	—
Ogre	100	18	195	195	—
Ogre Chief	132	23	300	282	—
Scorpion	84	22	70	225	—
Tarantula	64	5	50	141	—
Troll	184	24	621	621	Fire
Warg Wolf	72	14	22	93	—
Werewolf	68	14	67	135	—
Wolf	20	8	6	24	—

RESTORATION

SHOP	PRICE	INFO
Inn	200 gil	Restore party's HP & MP
Sanctuary	400 gil	Restore KO'd party members

WEAPON SHOP

WEAPON	PRICE	ATK	ACC	CLASSES
Mythril Axe	3,600 gil	25	10	Wa, Kn, Ni
Mythril Hammer	2,000 gil	12	5	Wa, Kn, WM, Ni, WW
Mythril Knife	640 gil	10	15	Wa, RM, Kn, RW, Th, Ni, BM, BW
Mythril Sword	3,200 gil	23	15	Wa, RM, Kn, RW, Ni

ARMOR SHOP

ARMOR	PRICE	DEF	WGT	CLASSES
Buckler	2,000 gil	2	0	Wa, RM, Kn, RW, Th, Ni
Mythril Gloves	2,000 gil	6	3	Wa, Kn, RW, Ni
Mythril Helm	2,000 gil	6	3	Wa, Kn, Ni
Mythril Mail	6,000 gil	18	8	Wa, RM, Kn, RW, Ni
Mythril Shield	2,000 gil	8	0	Wa, Kn, Ni

ITEM SHOP

ITEM	PRICE	EFFECT
Ether	150 gil	Restores 50 MP
Hi-Potion	150 gil	Restores 150 HP
Phoenix Down	500 gil	Revives one KO'd ally
Potion	40 gil	Restores 50 HP
Tent	160 gil	Partially restores party's HP and MP

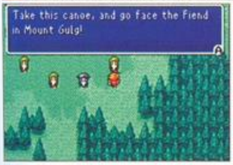
SPELL SHOP: WHITE MAGIC, LEVEL 6

SPELL	PRICE	CLASSES	EFFECT
Exit	13,000 gil	RW, WW	Transports party out of dungeons
Invisira	13,000 gil	WM, RW, WW	Raises party's Evasion
Protera	13,000 gil	WM, RW, WW	Raises party's Defense
Stona	13,000 gil	WM, WW	Cures Stone

SPELL SHOP: BLACK MAGIC, LEVEL 6

SPELL	PRICE	CLASSES	EFFECT
Death	13,000 gil	BM, BW	Instantly kills one foe
Quake	13,000 gil	BM, BW	Calls an earthquake to swallow foes
Stun	13,000 gil	BM, BW	Paralyzes one foe
Thundaga	13,000 gil	BM, RW, BW	Deals Lightning damage to all foes

1 A GIFT FROM THE SAGES


Take this canoe, and go face the Fiend in Mount Gulg!

Cross the bridge near the black-magic shop to meet Lukahn, the sage mentioned in Cornelia. Talk to Lukahn and the other 11 sages. If you have defeated Lich, they will give you a canoe. The vessel allows you to travel through shallow water, giving you access to your next destination, Mt. Gulg.

RIVER RAID

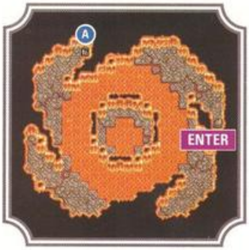
Enter the river northwest of Crescent Lake. Use the map on page 20 to avoid getting lost in the twists and turns. Be prepared—the river holds new monsters that you will have to defeat to reach Mt. Gulg with your party intact.

ENEMY ENCOUNTERS: THE RIVER

NAME	HP	ATK	GIL	EXP	WEAKNESS
Crocodile	184	42	900	816	Lightning
Hydra	212	30	150	915	—
Neochu	344	35	500	3,189	—
Ochu	208	20	102	1,224	Lightning
Piranha	92	22	20	240	Lightning
Red Piranha	172	37	46	546	—
White Croc	288	56	2,000	1,890	Lightning

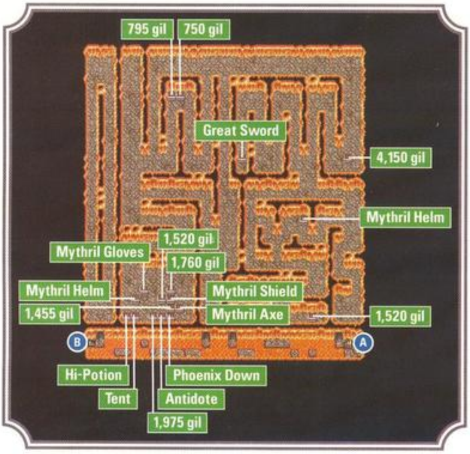
MT. GULG

The smoldering Mt. Gulg will test your abilities and keep you on your toes. Explore every area to collect the multitude of treasures the mountain has to offer, but be ready to fight—powerful monsters lurk in every corner. Use the maps here to guide you through the maze of rooms and hallways, and eventually to Marilith, the Fiend of Fire. Defeat her to relight the Fire Crystal.



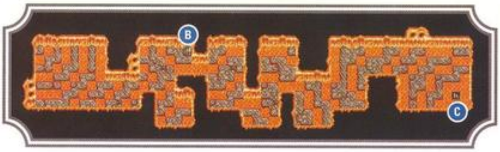
WALK ON LAVA

To make your way through Mt. Gulg, you'll be forced to walk across hot lava. Every step you take diminishes each party member's HP by one. When you stand still, however, your party takes no damage. Enemies will leave you alone while your feet are getting scorched by the lava. When you want to avoid confrontations, stay in the hot zone longer than necessary. It may save HP in the long run.



TREASURE HUNT

Mt. Gulg often gives you the option of skipping areas that are full of valuable treasures. Don't let your impatience get the best of you. Powerful weapons and large amounts of gil abound in Mt. Gulg. The Flame Shield, Ice Brand and Flame Mail will be particularly helpful here. Equip them as soon as you find them.



ENEMY ENCOUNTERS: MT. GULG

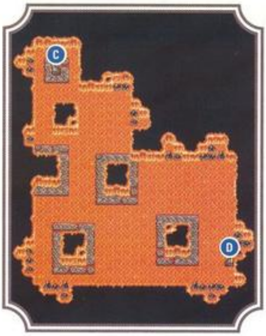
NAME	HP	ATK	GIL	EXP	WEAKNESS
Ankheg	222	39	300	1,194	—
Fire Elemental	276	50	800	1,620	Ice
Fire Gigas	300	73	1,506	1,506	Ice
Fire Hydra	182	20	400	1,215	Ice
Fire Lizard	296	31	1,200	2,472	Ice
Gray Ooze	76	30	70	255	Lightning
Hellhound	192	30	600	1,182	Ice
Hill Gigas	240	38	879	879	—
Horned Devil	94	10	387	387	—
Hyenadon	120	22	72	288	—
Lava Worm	280	50	400	1,671	Ice
Lizard	92	18	50	153	—
Minotaur	164	22	489	489	—
Ogre Chief	132	23	300	282	—
Ogre Mage	144	23	723	723	—
Pyrolisk	44	20	500	423	Ice
Red Dragon	248	75	4,000	2,904	Ice, Stone, Poison
Scorpion	84	22	70	225	—
Sphinx	228	23	1,160	1,160	—

FOUND WEAPONS

WEAPON	ATK	ACC	CLASSES
Great Sword	21	20	Wa, RM, Kn, RW, Ni
Ice Brand	29	25	Wa, RM, Kn, RW, Ni
Mythril Axe	25	10	Wa, Kn, Ni
Staff	6	0	Wa, RM, Kn, RW, WM, Ni, WW, Mo, BM, Ma, BW

FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Flame Mail	34	10	Wa, Kn, Ni
Flame Shield	12	0	Wa, Kn, Ni
Mythril Gloves	6	3	Wa, Kn, RW, Ni
Mythril Helm	6	3	Wa, Kn, Ni
Mythril Shield	8	0	Wa, Kn, Ni

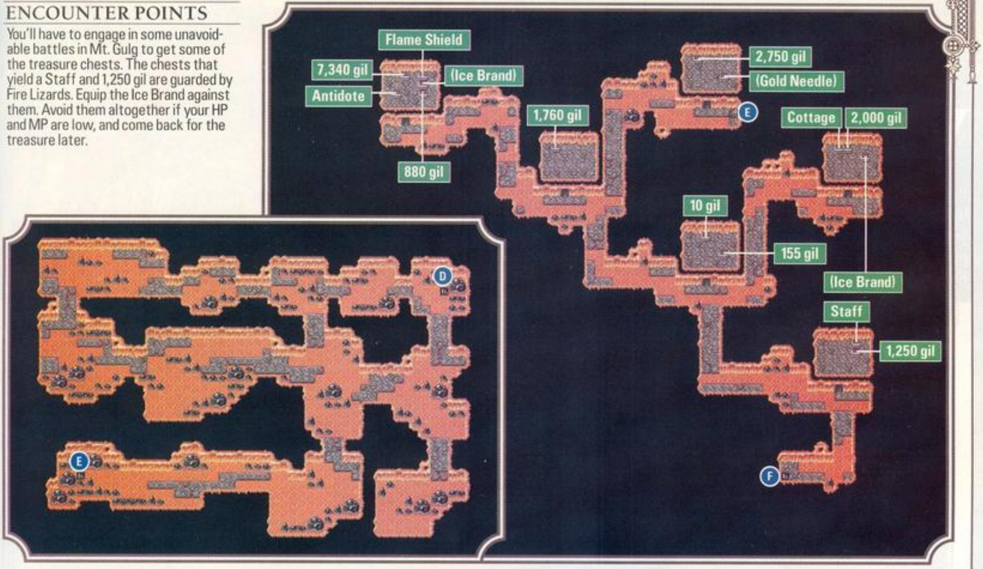


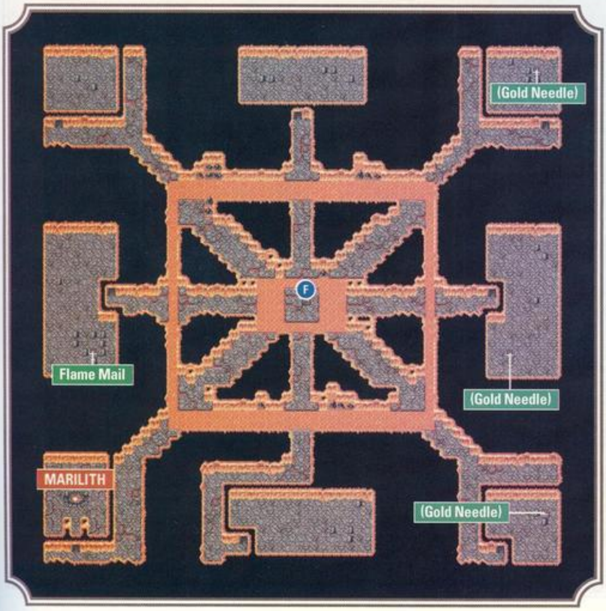
PYROLISK RISKS

A member of the Cockatrice family, the Pyrolisk has the ability to kill a party member instantly. If you don't have the Life spell, be sure to bring plenty of Phoenix Downs in case you run into any of the deadly monsters.

ENCOUNTER POINTS

You'll have to engage in some unavoidable battles in Mt. Gulg to get some of the treasure chests. The chests that yield a Staff and 1,250 gil are guarded by Fire Lizards. Equip the Ice Brand against them. Avoid them altogether if your HP and MP are low, and come back for the treasure later.


Flame Shield
7,340 gil
(Ice Brand)
Antidote
880 gil
1,760 gil
2,750 gil
(Gold Needle)
E
Cottage
2,000 gil
10 gil
155 gil
(Ice Brand)
Staff
1,250 gil
F
D
E

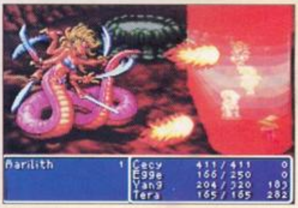

(Gold Needle)
F
Flame Mail
(Gold Needle)
MARILITH
(Gold Needle)

MARILITH

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF
1,440	40	63	50	24	32	48	183

GIL	EXP	TREASURE
3,000	2,475	Golden Apple

WEAKNESS
Paralysis, Sleep, Confusion, Darkness, Silence, Mind

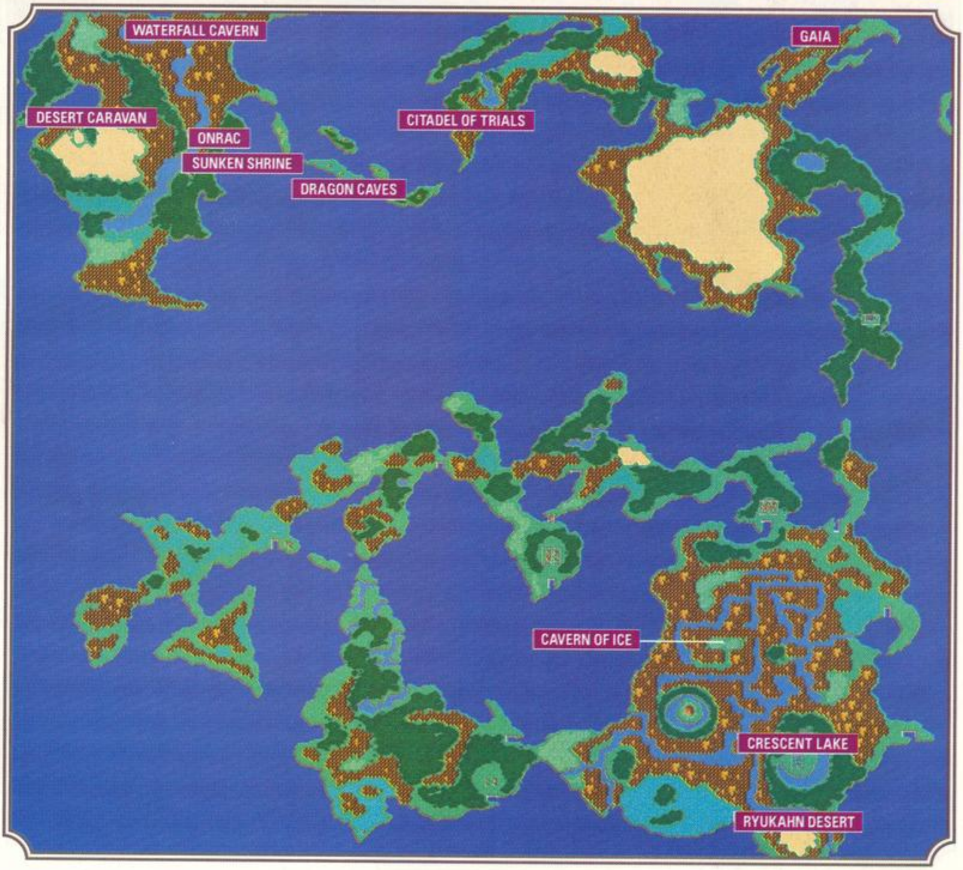


```
Marilith  1   Cecy   411 / 411    0
              Egge   166 / 250    0
              Yang   204 / 320  183
              Tera   165 / 165  282
```

Marilith is not weak to Ice like you might expect. She is, however, vulnerable to a number of other things. Keep her powerful fire spells at bay using Silence, and cast NulBlaze to decrease the amount of damage to your party members greatly. You may have to cast spells like Confuse and Sleep a couple of times before they stick, but the effect is worth the effort.

PATH TO THE WATER CRYSTAL

Before the Water Crystal shines again, the Warriors of Light will face challenges by air and by sea. They must prove to the Dragon King once and for all that they are true heroes by mastering the Citadel of Trials. Finally, they will need to plunge deep into the sea and explore the Sunken Shrine. There they will face Kraken in battle, and relight the crystal.


WATERFALL CAVERN
GAIA
DESERT CARAVAN
CITADEL OF TRIALS
ONRAC
SUNKEN SHRINE
DRAGON CAVES
CAVERN OF ICE
CRESCENT LAKE
RYUKAHN DESERT

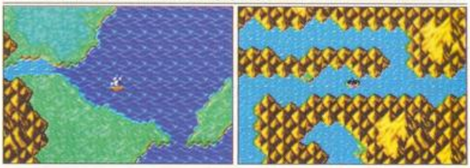
CAVERN OF ICE

After you've lit the Fire Crystal in Mt. Gulg, head back to Crescent Lake for rest and supplies. Return to your boat at the dock northeast of town and sail for the dock to the north. Leave your boat and enter the river to find the Cavern of Ice. Fire is your friend against the ice-wielding enemies in the cavern. Seek out the Levistone and find your way to the exit before you run out of HP and MP.

ENEMY ENCOUNTERS: CAVERN OF ICE

NAME	HP	ATK	GIL	EXP	WEAKNESS
Bloodbones	144	26	378	378	Fire, Dia
Cockatrice	50	1	200	186	—
Dark Wizard	105	26	1,095	1,095	—
Ghast	56	8	117	117	Fire, Dia
Goblin Guard	16	8	18	18	—
Ice Gigas	336	60	1,752	1,752	Fire
Mindflayer	112	1	999	822	—
Mummy	80	30	300	300	Fire, Dia
Ogre	100	18	195	195	—
Piscodemon	84	30	300	276	—
Remorazz	320	73	1,000	2,244	—
Specter	114	40	432	432	Fire, Dia
Tarantula	64	5	50	141	—
Warg Wolf	72	14	22	93	—
Werewolf	68	14	67	135	—
White Dragon	200	53	2,000	1,701	Fire, Lightning
Wight	52	20	150	150	Fire, Dia
Winter Wolf	92	25	200	402	Fire
Wolf	20	8	6	24	—
Wraith	86	22	231	231	Fire, Dia

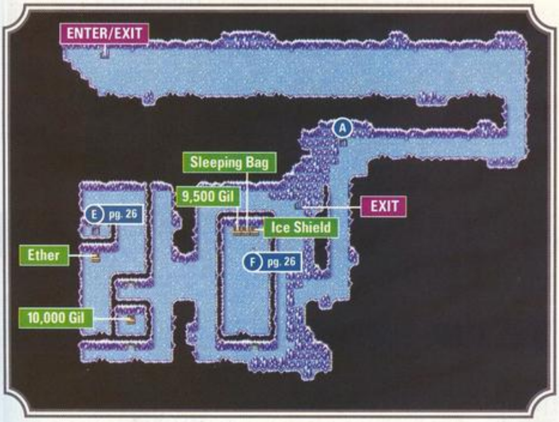
DEAD ENDS AND DETOURS

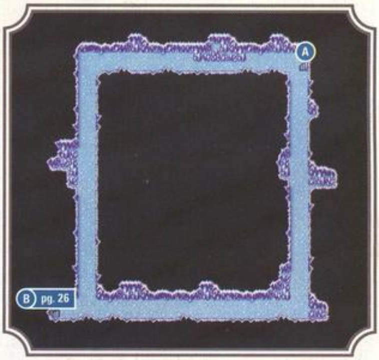


The river's twists and turns will get you lost in a hurry. After you ditch your boat at the dock north of Crescent Lake, slip your canoe into the river and use the map on page 24 to find the route to the Cavern of Ice.

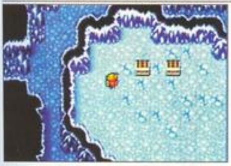
ICE BURN

Like the lava in Mt. Gulg, the ice-ridden areas of the floor will damage your party members with every step. Monsters will not engage you in battle while you are moving across the ice, so tread the areas to avoid confrontations.





SLIPPING THROUGH THE CRACKS



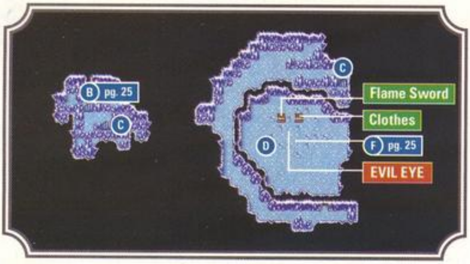
Avoid the cracks at first to empty the two treasure chests, then step on a crack. You'll fall to the area marked D on page 26. Continue until you fall through the area marked F on the map above to fight the Evil Eye and retrieve the Levistone.

FOUND WEAPONS

WEAPON	ATK	ACC	CLASSES
Flame Sword	26	20	Wa, RM, Kn, RW, Ni

FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Clothes	1	2	All
Ice Armor	34	10	Wa, Kn, Ni
Ice Shield	4	0	Wa, Kn, Ni
Mythril Gloves	6	3	Wa, Kn, RW, Ni



EVIL EYE

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
162	30	42	30	6	20	12	92	3,225	3,225	—

WEAKNESS
—

Evil Eye
Cecy
Edge
Yang
Tera

You'll need to take out the Evil Eye quickly before it unleashes its flurry of spells. The boss doesn't have any particular weaknesses, but it does have low HP. A quick round of strong physical attacks should diminish its power. Once you have defeated the Evil Eye, claim the Levistone and fall through the cracks to find a way out of the dungeon.

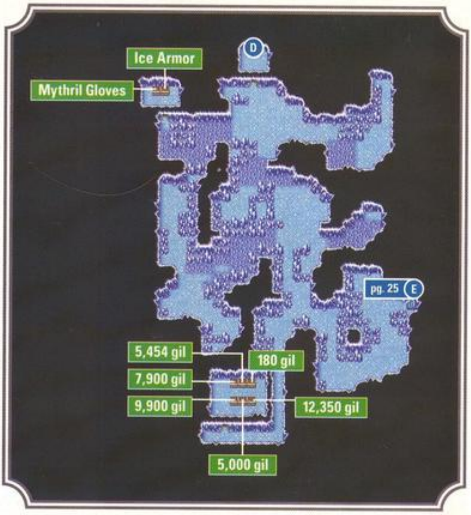
ESCAPE PLAN

Once you possess the Levistone, fall through a crack and head to the stairway marked E on the map. Back on the top level, find your way to the secondary exit using the map on page 25.

DRAGON SLAYERS

White Dragon
Cecy
Edge
Yang
Tera

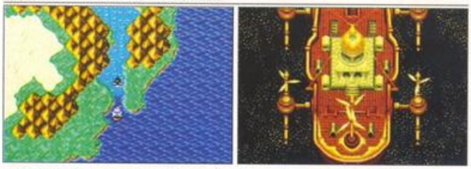
In the room where chests contain Ice Armor and Mythril Gloves, an encounter point will force you to fight White Dragons. You'll hit the encounter point twice if you want both treasures. Be wary of the dragons' Ice Storm attack—it will damage all party members heavily. Fight them using the Wyrmkiller and Fire attacks.



RYUKAHN DESERT

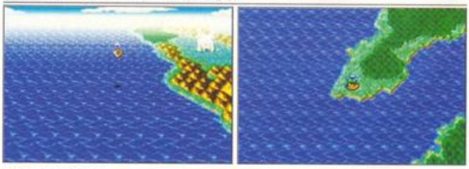
After obtaining the Levistone from the Cavern of Ice, sail south to Ryukahn Desert. With the Levistone in your hands, you'll have the ability to raise the airship from the sands. The airship is a very powerful vehicle. You won't encounter random enemies while you're piloting it, so you can travel from one place to the next at great speed.

SUMMON THE AIRSHIP



To reach Ryukahn Desert, you'll need to drop anchor at the mouth of a river that lies south of Crescent Lake along the eastern border of the continent. Besides ports, these openings are the only places you can reach land from your ship. Jump onto the piece of land immediately to your left to reach the desert.

TAKEOFFS & LANDINGS



Flying the airship opens up many new areas and allows you easy access to places you've already been. The airship does not allow you to reach every portion on the map, however. You can land only on smooth green areas.

THE CITADEL OF TRIALS

The Citadel of Trials is your next stop, though you may want to explore some of the newly accessible towns via your airship. Gaia, for instance, sells powerful but expensive armor (see page 29). To reach the Citadel of Trials by airship (you can also access it by boat), you'll have to land on a small green patch just across the water to the north, and walk around the peninsula.

ENEMY ENCOUNTERS: AROUND THE CITADEL

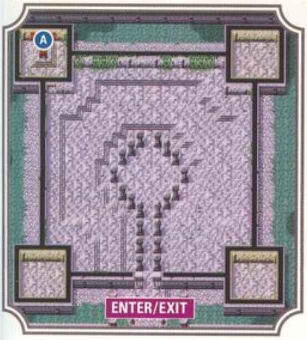
NAME	HP	ATK	GIL	EXP	WEAKNESS
Allosaurus	480	65	502	3,387	—
Baretta	256	60	300	1,428	—
Basilisk	196	30	658	1,977	—
Desert Baretta	352	98	1	2,610	—
Hill Gigas	240	38	879	879	—
Hydra	212	30	150	915	—
Lesser Tiger	132	22	108	438	—
Lizard	92	18	50	153	—
Manticore	164	22	650	1,317	—
Ochu	208	20	102	1,224	Lightning
Sabertooth	200	24	500	843	—
Sand Worm	200	46	900	2,683	—
Sphinx	228	23	1,160	1,160	—
Weretiger	160	30	780	780	—
Wyrm	260	40	502	1,218	—
Wyvern	212	30	50	1,173	—

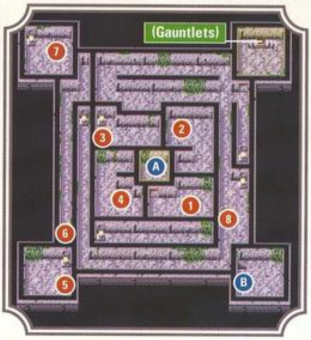
ENEMY ENCOUNTERS: THE CITADEL OF TRIALS

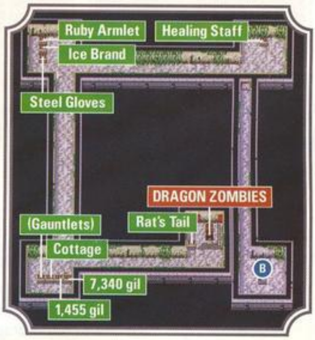
NAME	HP	ATK	GIL	EXP	WEAKNESS
Clay Golem	176	64	800	1,257	—
Horned Devil	94	10	387	387	—
King Mummy	188	43	1,000	984	Fire, Dia
Medusa	68	20	699	699	—
Mindflayer	112	1	999	822	—
Minotaur Zombie	224	40	1,050	1,050	Fire, Dia
Mummy	80	30	300	300	Fire, Dia
Nightmare	200	30	700	1,272	Ice
Rakshasa	110	20	800	603	—

WARP YOUR WAY THROUGH

Sit on the throne in the northwest corner of the first room to warp to the dungeon's second level. There you'll need to warp from room to room in a specific order to reach point B on the map. Follow the numbers on the map below to find your way.







FOUND WEAPONS

WEAPON	ATK	ACC	CLASSES
Healing Staff	6	0	WM, Ni, WW
Ice Brand	29	25	Wa, RM, Kn, RW, Ni

FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Gauntlets	6	3	Kn, RW, Ni
Ruby Armlet	24	1	All Classes
Steel Gloves	4	5	Wa, Kn, Ni

MULTIPURPOSE WEAPONS AND ARMOR

Within the citadel, you will find a new kind of weapon and armor. The Healing Staff and the Gauntlets, when equipped, don't seem much different from other weapons and armor. Their true value comes to light when you select them in the Items menu during battle. The Healing Staff will let you cast Heal on your party members, while the Gauntlets will cast Bolt on your enemies. Any class can use them, creating new strategic options while fighting. Place these types of weapons and armor at the top of your item list for quick access during combat.

DRAGON ZOMBIE

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
268	56	67	30	12	26	24	135	999	2,331	Magalixir

WEAKNESS

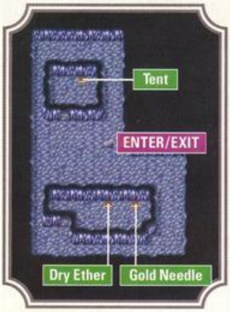
Fire, Dia

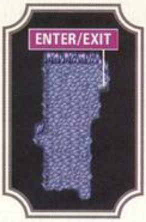
Dragon Zombie 1
Cecy
Egge
Yang
Tera

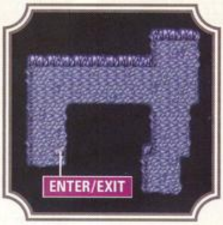
The Rat's Tail, the key item you're looking for, is in a chest next to the throne, which will warp you back to the first level—but not before forcing you into battle with two Dragon Zombies. Pummel them with Fire and Dia spells, then sit on the throne and exit the Citadel of Trials.

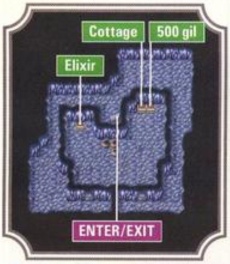
DRAGON CAVES

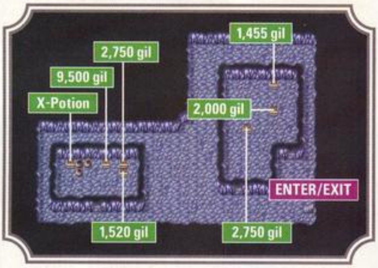
There are six entrances to the Dragon Caves, located on the chain of islands just southwest of the Citadel of Trials. Talk to the friendly dragons and obtain the many treasures the caves have to offer, then take the Rat's Tail to Bahamut, the Dragon King. Because you conquered the Citadel of Trials, he will know your valor and bestow new titles upon each of your party members.

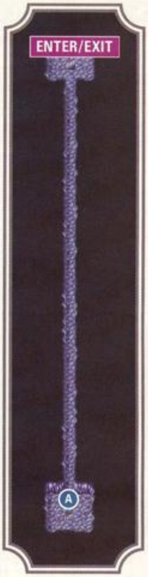


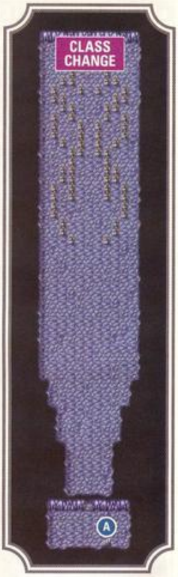








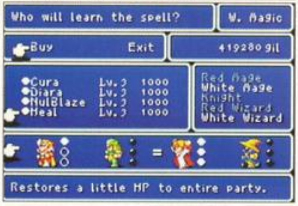




CLASS CHANGES

Once the Dragon King has upgraded your character classes, all party members except Masters will be free to learn new magic. Travel the world, returning to old towns to buy new spells. Assign lower-level spells to Knights and Ninjas, neither of whom could use magic in their previous class. Your Wizards may need to discard spells from certain levels to learn new spells like Teleport and Exit.

KNIGHTS AND NINJAS



Who will learn the spell? W. Magic

Buy Exit 419280 gil

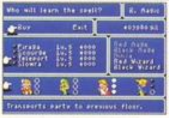
Cura	Lv.3	1000
Diara	Lv.3	1000
NulBlaze	Lv.3	1000
Heal	Lv.3	1000

Red Mage
White Mage
Knight
Red Wizard
White Wizard

Restores a little HP to entire party.

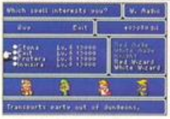
Knights can learn certain white spells up to level 3, and Ninjas can learn certain black spells up to level 4. Also, both classes (especially Ninjas) can equip a much wider variety of weapons and armor.

BLACK AND RED WIZARDS



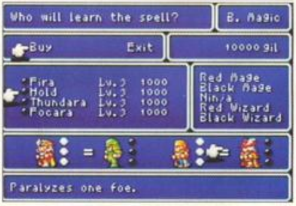
Go back to Melmond to buy the level-5 black spell Teleport, which only Black and Red Wizards can learn.

WHITE AND RED WIZARDS



Return to Crescent Lake to purchase the level-6 white spell Exit for your White or Red Wizards.

RED WIZARDS



Who will learn the spell? B. Magic

Buy Exit 10000 gil

Fira	Lv.3	1000
Hold	Lv.3	1000
Thundara	Lv.3	1000
Focara	Lv.3	1000

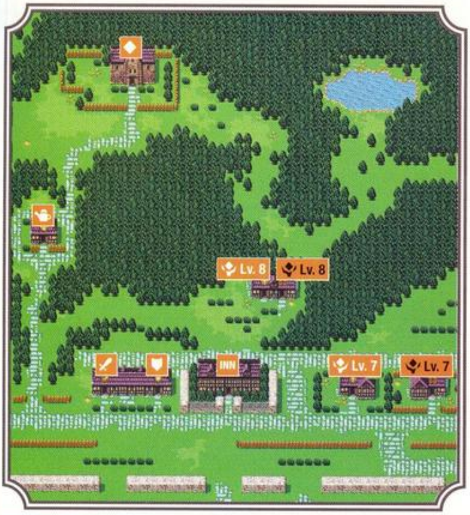
Red Mage
Black Mage
Ninja
Red Wizard
Black Wizard

Paralyzes one foe.

If your party contains a Red Mage and no White Mage, the class change to Red Wizard will be very helpful. Return to Elfheim, Melmond and Crescent Lake to learn many valuable new spells.

GAIA

Gaia is accessible only by airship. If you haven't visited yet, you'll learn from the townspeople that outsiders call it the Eye of the Hawk, because the continent is shaped like a hawk's head. Gaia is home to a spring once inhabited by a faerie. Buy new weapons and spells in Gaia, but save some gil. You'll need 40,000 for your next objective: recovering the faerie from the Desert Caravan.



RESTORATION

SHOP	PRICE	INFO
Inn	500 gil	Restore party's HP & MP
Sanctuary	750 gil	Restore KO'd party members

SHOP INFORMATION: SPELLS

The armor in Gaia is expensive, but it will increase most of your party members' Defense stats significantly. The Cat's Claw is the only weapon for sale in the town. It is arguably the best weapon in the game for Black Wizards; it increases their physical attacks substantially.

WEAPON SHOP

WEAPON	PRICE	ATK	ACC	CLASSES
Cat Claws	52,000 gil	22	35	Kn, RW, Ni, BW

ARMOR SHOP

ARMOR	PRICE	DEF	WGT	CLASSES
Protect Ring	16,000 gil	8	1	All
Ruby Armlet	40,000 gil	24	1	All

ITEM SHOP

ITEM	PRICE	EFFECT
Cottage	2,000 gil	Fully restores party's HP and MP
Ether	150 gil	Restores 50 MP
Hi-Potion	150 gil	Restores 150 HP
Phoenix Down	500 gil	Revives one KO'd ally
Tent	160 gil	Partially restores party's HP and MP

SPELL SHOP: WHITE MAGIC, LEVEL 7

SPELL	PRICE	CLASS	EFFECT
Curaja	30,000 gil	WW	Fully restores one ally's HP
Diaja	30,000 gil	WW	Deals damage to all undead foes

SPELL SHOP: BLACK MAGIC, LEVEL 7

SPELL	PRICE	CLASS	EFFECT
Blizzaga	30,000 gil	BM, RW, BW	Deals Ice damage to all foes
Break	30,000 gil	BW	Petrifies one foe

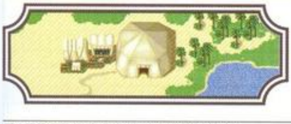
SPELL SHOP: WHITE MAGIC, LEVEL 8

SPELL	PRICE	CLASSES	EFFECT
Dispel	40,000 gil	WW	Negates one foe's magical defenses
Holy	40,000 gil	WW	Damages all foes with holy light
NulAll	40,000 gil	WW	Reduces damage from spells by half

SPELL SHOP: BLACK MAGI, LEVEL 8

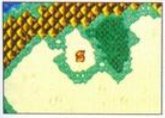
SPELL	PRICE	CLASSES	EFFECT
Kill	40,000 gil	BW	Instantly kills one foe
Stop	40,000 gil	BW	Stops time and paralyzes all foes
Warp	40,000 gil	BW	Banishes foes to another dimension

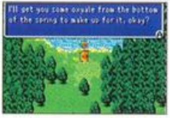
DESERT CARAVAN



Land your airship in the small spot of grass south of the desert. On the north end of the desert, walk onto the isolated piece of sand to enter the caravan. The man sells the Bottled Faerie for 40,000 gil, as well as a multitude of tonics that will increase stats temporarily while engaged in battle.

FAERIE RESCUE MISSION





I'll get you some oxyale from the bottom of the spring to make up for it, okay?

Buy the Bottled Faerie and take her back to Gaia to release her. Visit the spring in the northeast part of town to earn the Oxyale item.

ITEM SHOP

ITEM	PRICE	EFFECT
Faerie Tonic	1,500 gil	Temporarily raises max MP
Giant's Tonic	1,500 gil	Temporarily raises max HP
Protect Drink	1,000 gil	Temporarily raises Defense
Speed Drink	1,000 gil	Temporarily raises Agility
Strength Tonic	1,000 gil	Temporarily raises Attack

WATERFALL CAVERN

Before heading to Onrac, take a quick detour to Waterfall Cavern. Enter the river near Onrac and travel north straight into the waterfall. There you'll receive a key item called the Warp Cube. When you reach the treasure room, be prepared to fight Cockatrices and Pyrolisks—the latter can knock out party members in a single turn.

ENEMY ENCOUNTERS: WATERFALL CAVERN

NAME	HP	ATK	GIL	EXP	WEAKNESS
Clay Golem	176	64	800	1,257	—
Cockatrice	50	1	200	186	—
Green Dragon	352	72	5,000	4,068	Ice
King Mummy	188	43	1,000	984	Fire, Dia
Mummy	80	30	300	300	Fire, Dia
Nightmare	200	30	700	1,272	Ice
Pyrolisk	44	20	500	423	Ice

FOUND WEAPONS

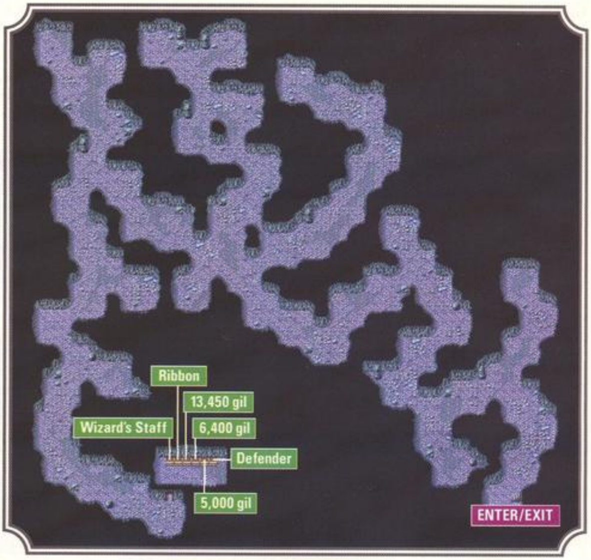
WEAPON	ATK	ACC	CLASSES
Defender	30	35	Kn, RW, Ni
Wizard's Staff	15	15	BW

FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Ribbon	1	1	All

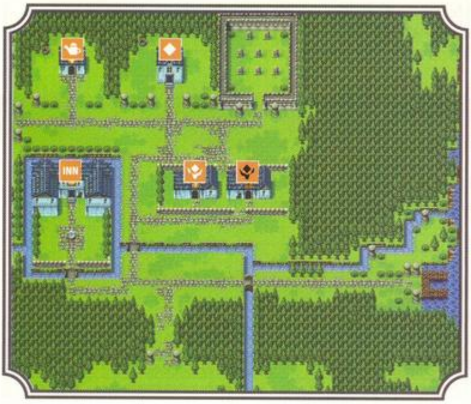
OBTAIN THE WARP CUBE

Talk to the robot inside the treasure room. It will mumble something about a flying fortress and give you the Warp Cube, which you'll need later in the game.



ONRAC

The townspeople of Onrac tell stories of a shrine that sank into the sea long ago and is now inhabited by mermaids. There are no weapons or armor for sale in Onrac, but there are item and magic shops. Check out the magic shops, being sure to pick up the white spell Healaga and the black spell Saber. Then head to the southeast corner of town—if you possess the Oxyale, you'll be able to access the next dungeon.



RESTORATION

SHOP	PRICE	INFO
Inn	300 gil	Restore party's HP & MP
Sanctuary	750 gil	Restore KO'd party members

ITEM SHOP

ITEM	PRICE	EFFECT
Cottage	2,000 gil	Fully restores party's HP and MP
Ether	150 gil	Restores 50 MP
Gold Needle	500 gil	Cures Stone
Hi-Potion	150 gil	Restores 150 HP
Remedy	1,500 gil	Cures ailments except Stone and KO

SPELL SHOP: WHITE MAGIC, LEVEL 7

SPELL	PRICE	CLASSES	EFFECT
Healaga	30,000 gil	WM, WW	Restores a lot of HP to entire party
NulDeath	30,000 gil	WM, RW, WW	Enhances party's defense against Death

SPELL SHOP: BLACK MAGIC, LEVEL 7

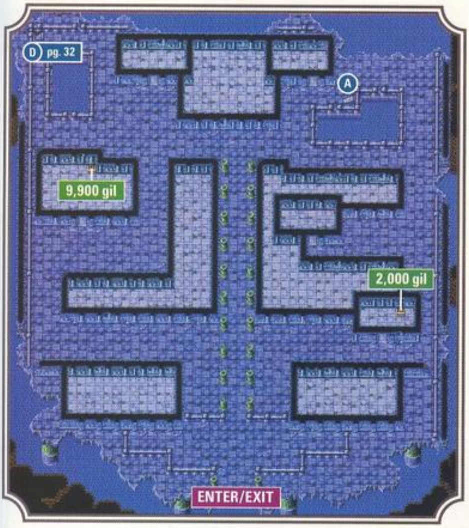
SPELL	PRICE	CLASSES	EFFECT
Blind	30,000 gil	BM, BW	Blinds one foe with Darkness
Saber	30,000 gil	BW	Raises caster's Attack and Accuracy

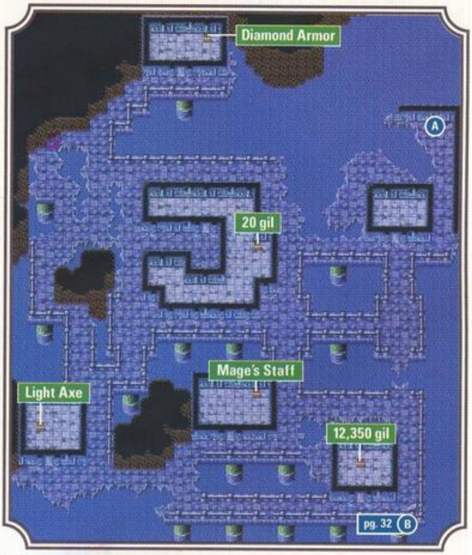
THE SUNKEN SHRINE

Stories from Onrac of mermaids in distress will become a reality in the Sunken Shrine. After a short submarine ride from Onrac, you'll find yourself in a shrine inhabited by monsters and mermaids. The Lightning-based spell Thundaga will be helpful against the area's aquatic foes. To light the Water Crystal, you'll need to defeat Kraken, the Fiend of Water.

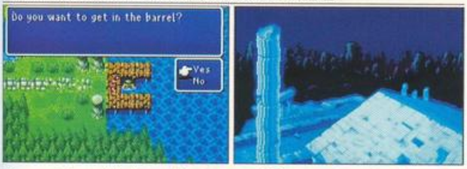
ENEMY ENCOUNTERS: THE SUNKEN SHRINE

NAME	HP	ATK	GIL	EXP	WEAKNESS
Deepeyes	304	30	3,591	3,591	Lightning
Ghost	180	93	990	990	Fire, Dia
Sahagin Chief	64	15	105	105	Lightning
Sahagin Prince	204	47	882	882	Lightning
Sea Scorpion	148	35	300	639	Lightning
Sea Snake	224	35	600	957	Lightning
Sea Troll	216	40	852	852	Lightning
Shark	120	22	66	267	Lightning
Water Elemental	300	69	800	1,962	Ice
Water Naga	356	9	2,355	2,355	Lightning
White Shark	344	50	600	2,361	Lightning





SUNKEN SHRINE SUBMARINE RIDE

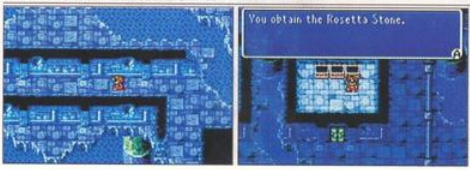

Do you want to get in the barrel?

The mysterious girl in the southeast corner of Onrac guards a makeshift submarine made from a barrel. If you possess the Oxyale, she will allow you to hop in the barrel and take a ride down to the Sunken Shrine.

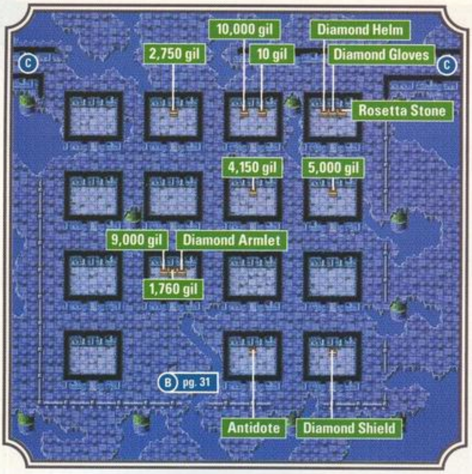
TWO OBJECTIVES

Defeating Kraken is not the only objective in the Sunken Shrine. You must obtain the ancient tablet called the Rosetta Stone. Find the Rosetta Stone first, following points A, B and C on the maps. You'll discover many items along the way that will be helpful against Kraken, including powerful weapons and armor. Once you have the Rosetta Stone, head back to the first level, and rest if your party is weak. When you're ready, start with point D and follow the maps to Kraken.

SEEK OUT THE STONE


You obtain the Rosetta Stone.

Clear the treasures on your way to point C in the northwest corner. It will shoot you across to the northeast corner, where you can reach the final room, which houses the stone and other useful items.


10,000 gil
Diamond Helm
2,750 gil
10 gil
Diamond Gloves
C
C
Rosetta Stone
4,150 gil
5,000 gil
9,000 gil
Diamond Armlet
1,760 gil
B pg. 31
Antidote
Diamond Shield

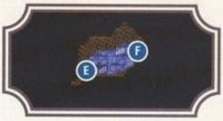
LAY WASTE WITH LIGHTNING

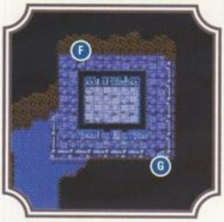
Lightning spells will work wonders against the monsters of the Sunken Shrine. With Thundaga, you should have no problem taking out large parties of aquatic enemies in one shot.

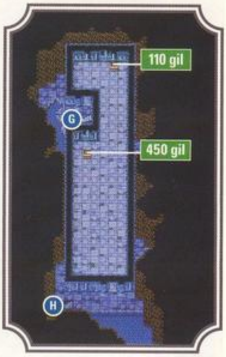
ICE VS. ELEMENTALS

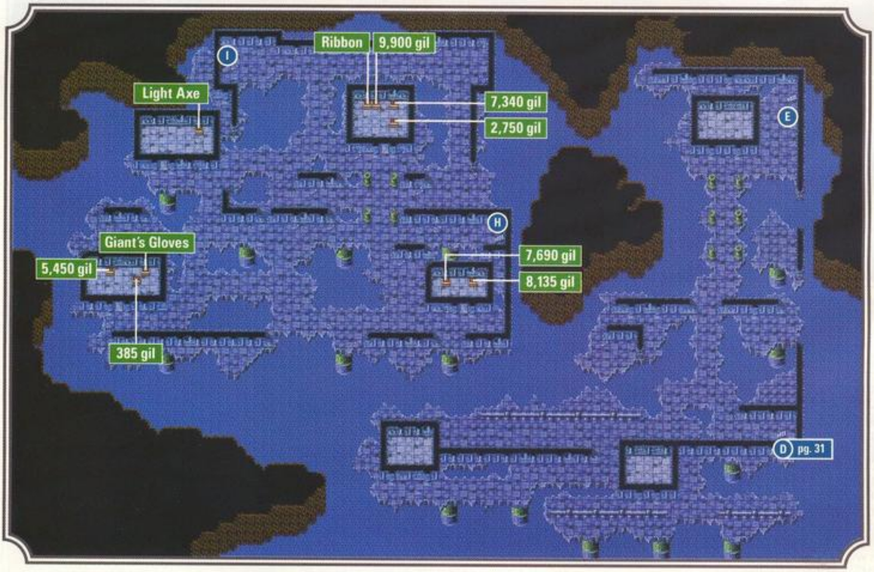
Water Elemental 2
Duke
Cal
Twilly
Zolo

Water Elementals are not very common in the Sunken Shrine. When you face them, exploit their weakness by using Ice spells. Unlike the other enemies in the dungeon, they are not weak to Lightning.

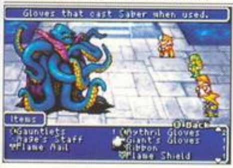


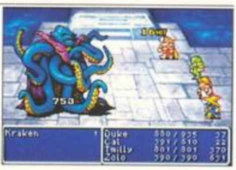



110 gil
G
450 gil
H

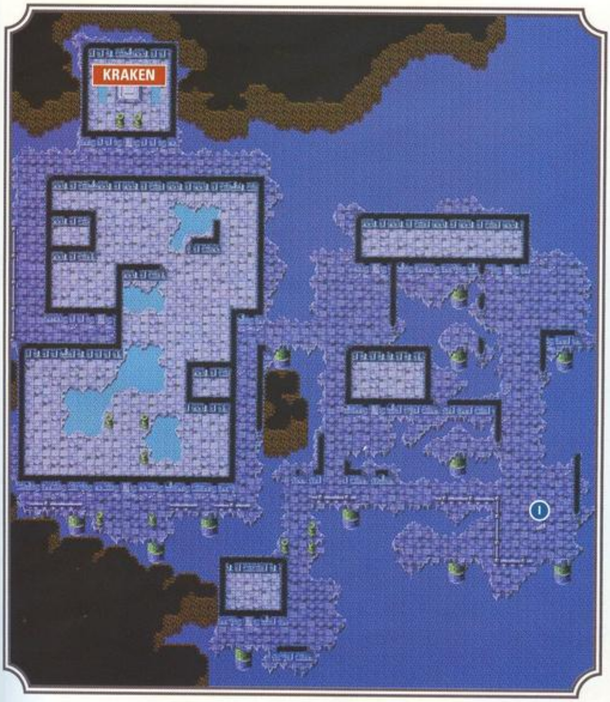

Ribbon
9,900 gil
I
Light Axe
7,340 gil
2,750 gil
E
H
Giant's Gloves
7,690 gil
5,450 gil
8,135 gil
385 gil
D pg. 31

THE GIANT'S GLOVES


Gloves that cast Saber when used.
Items
Gauntlets
Mage's Staff
Flame Mail
Mythril Gloves 2
Giant's Gloves 1
Ribbon 1
Flame Shield 1
Back


753
Kraken 1
Duke 880/935 37
Cal 391/610 22
Twilly 801/801 370
Zolo 390/390 691

The Sunken Shrine houses vast treasures, including three new weapons with spellcasting abilities. The Giant's Gloves will be particularly helpful in the upcoming battle with Kraken. Select them from your Items list during battle to cast Saber, a spell that raises the caster's Attack and Accuracy. Previously, you could cast Saber only on Black Mages or Wizards. Use the Giant's Gloves to cast Saber on a Knight or Ninja, then have your Black or Red Wizard cast Haste on that character to multiply his Attack many times over.



ONWARD TO KRAKEN

When you reach the final level of the Sunken Shrine, take the shortest route possible to Kraken. There are no treasure chests on your route, nor anything else worth exploring. Before entering the battle with Kraken, heal your party members and equip your strongest weapons and armor. Organize your Items list for easy access to weapons that have casting abilities. The Giant's Gloves, for instance, have useful spellcasting abilities when selected in the Item menu, so be sure not to equip them to a party member.

FOUND WEAPONS

WEAPON	ATK	ACC	CLASSES
Light Axe	28	15	Wa, Kn, Ni
Mage's Staff	12	10	Ni, BM, BW

FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Diamond Armlet	34	1	All
Diamond Armor	42	10	Kn
Diamond Gloves	8	3	Kn
Diamond Helm	8	3	Kn
Diamond Shield	16	0	Kn
Giant's Gloves	6	3	Wa, Kn, RW, Ni
Ribbon	1	1	All

KRAKEN

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF
1,800	50	90	60	42	32	84	160

GIL	EXP	TREASURE	WEAKNESS
5,000	4,245	Kikuichimonji	Lightning

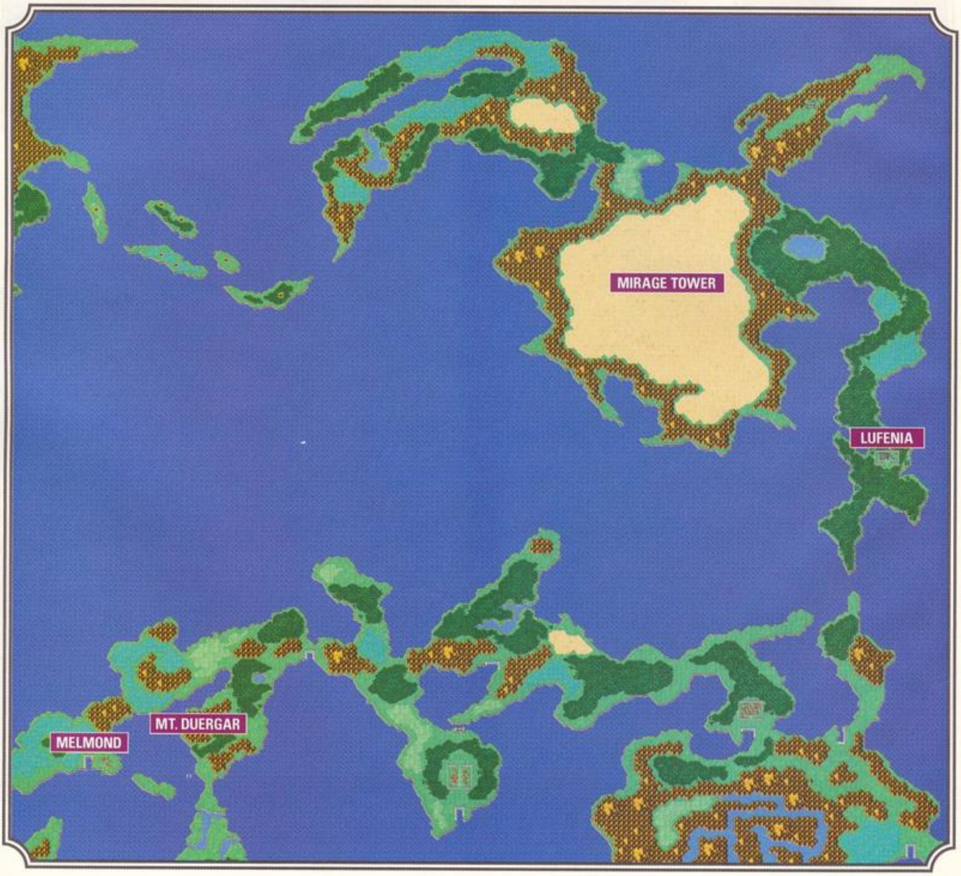
Kraken 1
Duke 803/935 37
Cal 303/610 22
Twilly 801/801 370
Zolo 390/390 596

Kraken 1
Duke 707/935 37
Cal 303/610 22
Twilly 801/801 370
Zolo 390/390 561

Your physical attacks will need a boost to cut through Kraken's high Defense. Cast Haste on your fighters—it will increase their attack strength greatly. Thundaga will wreak the most havoc on Kraken because of his weakness to Lightning. Protective spells like Protera and Invis will be helpful in lessening the effect of Kraken's attacks.

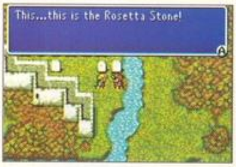
PATH TO THE
WIND CRYSTAL

The Warriors of Light must take to the sky on their quest to light the remaining crystal. With the help of the Lufenians, descendants of the legendary Sky People, the warriors will gain access to the Mirage Tower, a portal in the desert. From there, they can warp to the Sky Fortress and view the world from another perspective before facing off with Tiamat, the Fiend of Wind.



MELMOND GRAVEYARD

Return to Melmond with the Rosetta Stone from the Sunken Shrine. Show the stone to the doctor who's wandering the graveyard in the northeast part of town. He will be able to decipher a Lufenian puzzle, and in return will teach your party to understand the cryptic language. This skill will allow you to speak with the citizens of Lufenia and learn the origin of your airship.

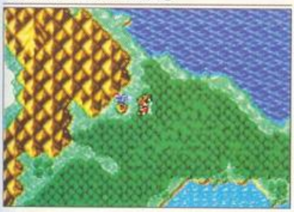

This...this is the Rosetta Stone!

Here, allow me to express my gratitude by teaching you Lufenian.

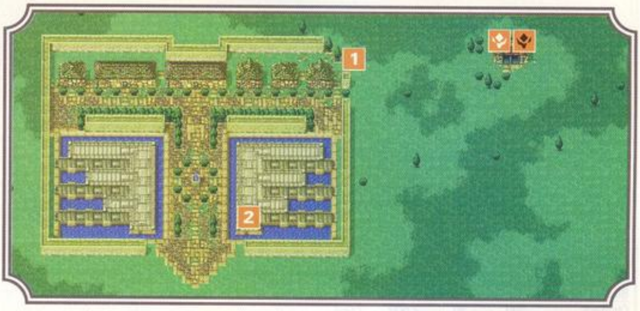
LUFENIA

Lufenia, the Wing of the Hawk, is located south of Gaia. In Lufenia, you'll learn of an ancient race, called the Sky People, who once thrived on the power of wind. Tiamat, the Fiend of Wind, now inhabits their glorious castle in the sky. The Lufenians will also mention their ancestor, Cid, who built your airship. Talk to them to hear their tales and receive the Chime, which will grant you access to the sky.

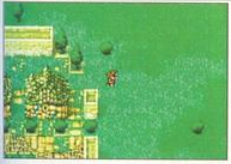
TRICKY LANDING



There is only one small area on which to land your airship to reach Lufenia. It is located to the north, near a small lake. Set down there, then battle your way south toward Lufenia.



1 SPELL SHOP ACCESS



Lufenia is home to only two shops. They each contain a powerful level-8 spell and are easy to miss. Exit town at the northeast corner and walk east across the grassy area until you find them.

SPELL SHOP: WHITE MAGIC, LEVEL 8

SPELL	PRICE	CLASSES	EFFECT
Full-Life	40,000	WW	Revives one ally and fully restores HP

SPELL SHOP: BLACK MAGIC, LEVEL 8

SPELL	PRICE	CLASSES	EFFECT
Flare	40,000	BW	Blasts all foes with light and heat

SHOP INFORMATION: SPELLS

There are only two spells available in Lufenia, the white-magic spell Full-Life and the black-magic spell Flare. They are arguably the best spells, so don't pass the up! Only a Black or White Wizard can learn the spells.

ENEMY ENCOUNTERS: AROUND LUFENIA

NAME	HP	ATK	GIL	EXP	WEAKNESS
Allosaurus	480	65	502	3,387	—
Baretta	256	60	300	1,428	—
Desert Baretta	352	98	1	2,610	—
Hill Gigas	240	38	879	879	—
Minotaur Zombie	224	40	1,050	1,050	Fire, Dia
Sand Worm	200	46	900	2,683	—
Troll	184	24	621	621	Fire
Tyrannosaur	600	115	600	7,200	—
Winter Wolf	92	25	200	402	Fire
Wyvern	212	30	50	1,173	—

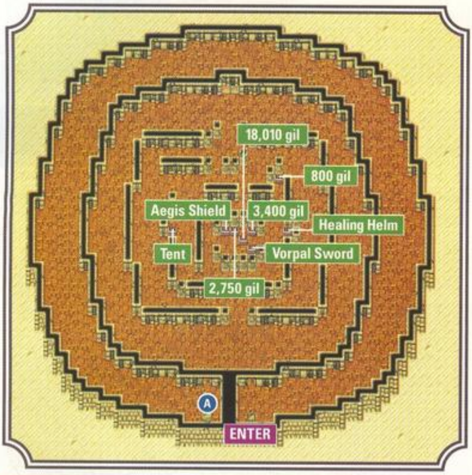
2 WIND CHIME

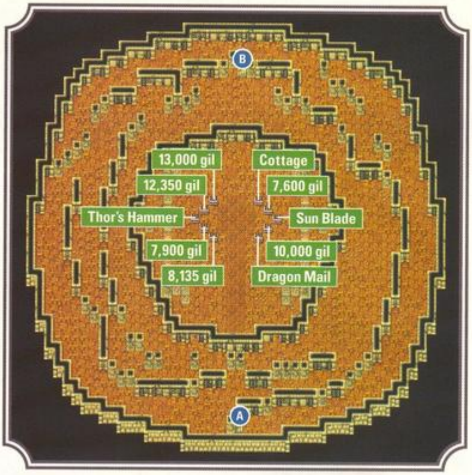
Before you leave, legendary warriors, take this chime with you.

A Lufenian in the southeast part of town will give you the Chime, a key item that enables you to see Mirage Tower. Head to the desert west of Lufenia to use the Chime and enter the tower.

MIRAGE TOWER

The journey through Mirage Tower and the Flying Fortress is long. Go in prepared with plenty of Ethers and Cottages. If you get low on HP and MP, use the Exit spell then a Cottage before taking another stab at the dungeons. The maps below will help you find the quickest route through Mirage Tower. Be sure to collect the powerful weapons and armor as you advance.





ENEMY ENCOUNTERS: MIRAGE TOWER

NAME	HP	ATK	GIL	EXP	WEAKNESS
Black Knight	260	44	1,800	1,263	—
Chimera	300	30	2,500	2,064	Ice
Cockatrice	50	1	200	186	—
Guardian	200	25	400	1,224	Lightning
Hellhound	192	30	600	1,182	Ice
King Mummy	188	43	1,000	984	Fire, Dia
Medusa	68	20	699	699	—
Mummy	80	30	300	300	Fire, Dia
Nightmare	200	30	700	1,272	Ice
Pyrolisk	44	20	500	423	Ice
Sabertooth	200	24	500	843	—
Vampire	280	76	2,000	1,200	Fire, Dia
Weretiger	160	30	780	780	—
Wyrm	260	40	502	1,218	—
Wyvern	212	30	50	1,173	—

FOUND WEAPONS

WEAPON	ATK	ACC	CLASSES
Sun Blade	32	30	Wa, RM, Kn, RW, Ni
Thor's Hammer	18	15	Kn, Ni, WW
Vorpal Sword	24	25	Kn, RW, Ni

FOUND ARMOR

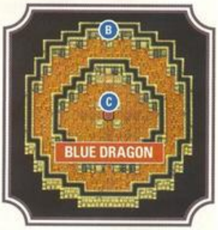
ARMOR	DEF	WGT	CLASSES
Aegis Shield	16	0	Kn
Dragon Mail	42	10	Kn
Healing Helm	6	3	Kn, Ni

CHIMERA SHIMMY

Chimeras, if not quelled quickly, will attack your entire party with Blaze. Hit them with strong physical attacks, and cast Blizzaga to defeat them fast.

WARP TO THE SKY

The Warp Cube from Waterfall Cavern will allow you to advance to the Flying Fortress. Stand on the pad at point C in the middle of the room to use the cube.



BLUE DRAGON

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
454	92	86	20	48	28	96	200	2,000	3,274	—

WEAKNESS

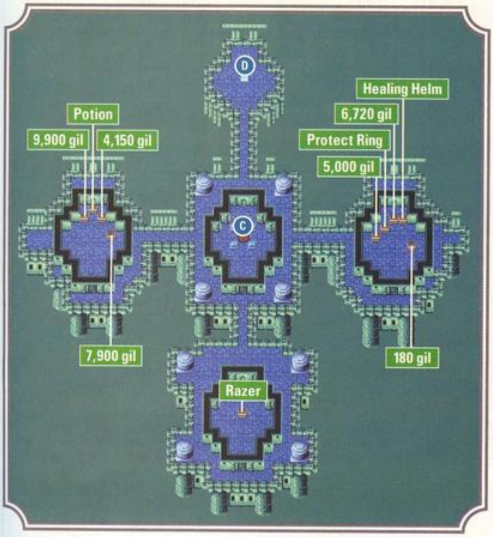
—

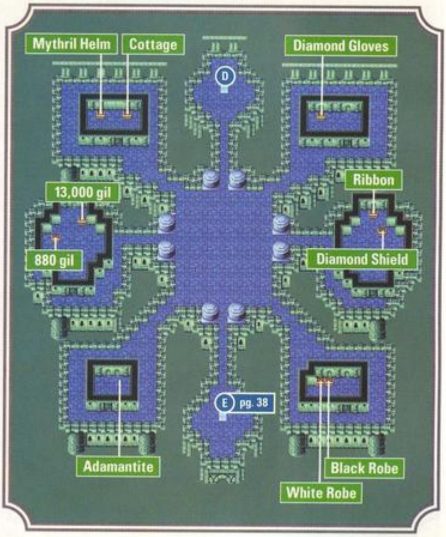
```
Blue Dragon      1   Duke     926 / 999   106
                     Cal      539 / 692    89
                     Emilly   721 / 860   650
                     Zolo     477 / 483   819
```

You'll be forced to fight a Blue Dragon before stepping onto the warp pad. The serpent has no particular weaknesses. Cast Saber using the Giant's Gloves, then cast Haste with a Black or Red Wizard to raise a party member's Attack and inflict strong physical damage on the Blue Dragon.

FLYING FORTRESS

Mirage Tower was just the beginning. Once you're inside the Flying Fortress, be prepared to face some dangerous enemies, including Tiamat, the Fiend of Wind. While exploring the fortress, take advantage of your weapons and armor that have spellcasting abilities when accessed from your inventory. The Exit spell will transport you to the beginning of the Mirage Tower, so use it only as a last resort.

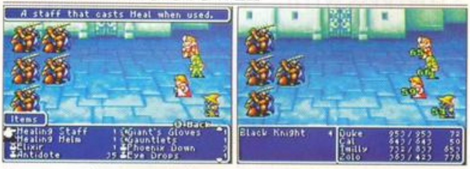

D
Healing Helm
Potion
6,720 gil
9,900 gil
4,150 gil
Protect Ring
5,000 gil
C
7,900 gil
180 gil
Razer


Mythril Helm
Cottage
D
Diamond Gloves
Ribbon
13,000 gil
880 gil
Diamond Shield
E pg. 38
Adamantite
Black Robe
White Robe

ENEMY ENCOUNTERS: FLYING FORTRESS

NAME	HP	ATK	GIL	EXP	WEAKNESS
Air Elemental	358	53	807	1,614	—
Black Flan	156	49	900	1,101	Fire
Black Knight	260	44	1,800	1,263	—
Chimera	300	30	2,500	2,064	Ice
Clay Golem	176	64	800	1,257	—
Dark Fighter	200	40	3,420	3,420	—
Death Knight	190	55	3,000	2,700	—
Earth Medusa	96	11	1,218	1,218	Fire
Evil Eye	162	30	3,225	3,225	—
Fire Hydra	182	20	400	1,215	Ice
Guardian	200	25	400	1,224	Lightning
Manticore	164	22	650	1,317	—
Medusa	68	20	699	699	—
Mindflayer	112	1	999	822	—
Neochu	344	35	500	3,189	—
Nightmare	200	30	700	1,272	Ice
Rakshasa	110	20	800	603	—
Soldier	400	102	2,000	4,000	Lightning
Spirit Naga	420	7	4,000	3,489	—
Stone Golem	200	70	1,000	2,385	—
Vampire Lord	300	90	3,000	2,385	Fire, Dia

CONSERVE MAGIC POWER

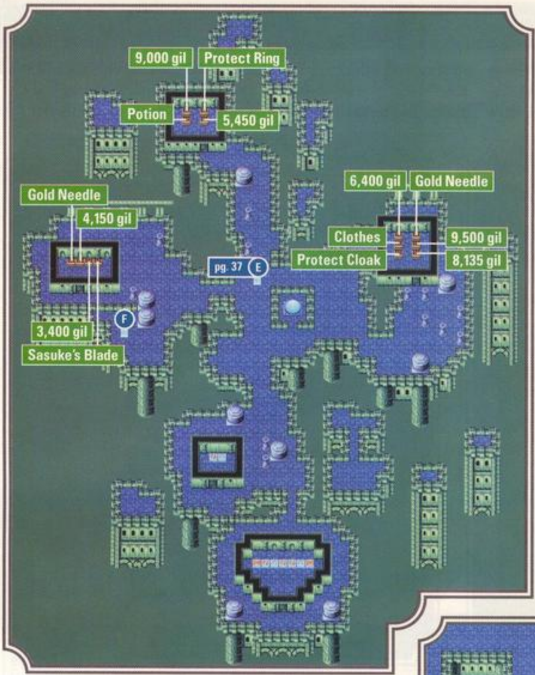

A staff that casts Heal when used.
Items
Back
Healing Staff 1
Healing Helm 1
Elixir 1
Antidote 35
Giant's Gloves 1
Gauntlets 1
Phoenix Down 3
Eye Drops 1
Black Knight 4
Duke 953 / 953 72
Cal 643 / 643 50
Twilly 732 / 837 653
Zolo 363 / 423 778

Any party member can use the Healing Staff and Healing Helm. The benefits aren't as great as those from Healara, but they come in handy nonetheless when you need to heal but are low on MP.

CONSIDER THE PROS AND CONS

Black Knight 4
Duke 947 / 953 72
Cal 643 / 643 50
Twilly 732 / 837 653
Zolo 133 / 423 778

Before equipping a newly found weapon or piece of armor, check to see if it has a spellcasting ability. Even if an item would increase a party member's stats when equipped, you may benefit more from leaving it unequipped to use its spellcasting ability in battle. Thor's Hammer, for instance, will most likely raise a White Wizard's Attack, but it is better used to cast Thundara.


9,000 gil
Protect Ring
Potion
5,450 gil
6,400 gil
Gold Needle
Gold Needle
4,150 gil
Clothes
9,500 gil
pg. 37
E
Protect Cloak
8,135 gil
F
3,400 gil
Sasuke's Blade

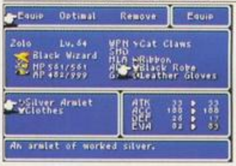
FOUND WEAPONS

WEAPON	ATK	ACC	CLASSES
Razer	22	20	Kn, RW, Ni
Sasuke's Blade	33	35	Ni

FOUND ARMOR

ARMOR	DEF	ACC	CLASSES
Black Robe	24	2	BW
Clothes	1	2	All
Diamond Gloves	8	3	Kn
Diamond Shield	16	0	Kn
Healing Helm	6	3	Kn, NI
Mythril Helm	6	3	Wa, Kn, Ni
Protect Cloak	8	2	Wa, RM, Kn, RW, Th, WM, Ni, WW, BM, BW
Protect Ring	8	1	All
Ribbon	1	1	All
White Robe	24	2	WW

CLOAK AND DAGGER


Equip
Optimal
Remove
Equip
Zolo
Lv. 64
Black Wizard
HP 561/561
MP 482/999
WPN Cat Claws
SHD
HLM Ribbon
Black Robe
Leather Gloves
Silver Armlet
Clothes
ATK
ACC
DEF
EVA

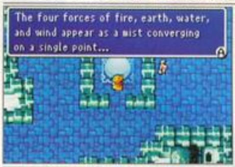
An armlet of worked silver.

The White and Black Robes, found on level 2F, are useful both as equipped armor and as spellcasting items during battle. On level 3F, you'll find an item called the Protect Cloak, which Black and White Wizards can equip as a shield.

HEAVY METAL

Don't leave the Flying Fortress without picking up the key item Adamantite (see the map on page 37). A Dwarf at Mt. Duergar will use it to forge you a very powerful sword later in the game.

A FORTRESS WITH A VIEW

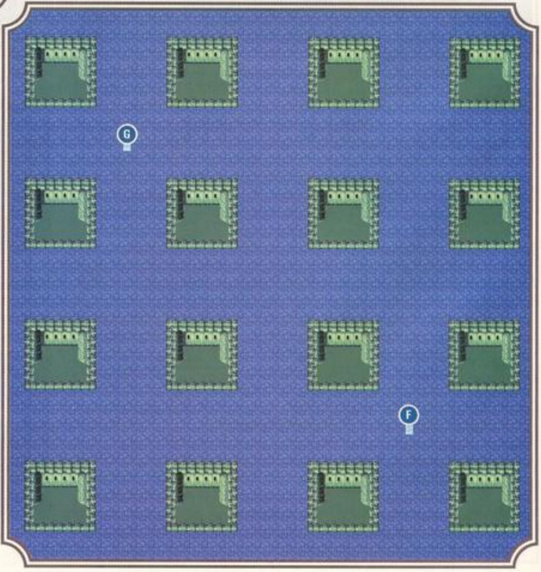


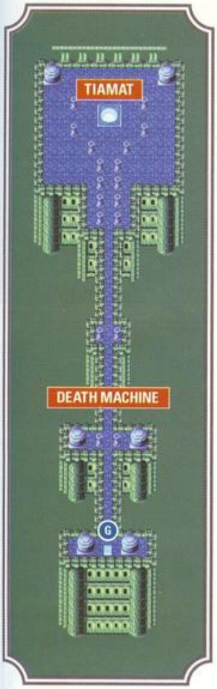
The four forces of fire, earth, water, and wind appear as a mist converging on a single point...

The robot near the center of level 3F will tell you to look into the window to see the world from the Flying Fortress. Do as he says to learn how the power of the four elements converges at a single point on the world map. This will clue you in to your next destination after completing the Flying Fortress and lighting the fourth crystal.

RUNNING IN CIRCLES

Level 4F of the Flying Fortress goes on forever in any direction. From the warp point marked F on the map, go up two squares and left two squares, or down two squares and right two squares, to reach the warp point that leads to the final level.





DEATH MACHINE

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE	WEAKNESS
2,000	128	200	80	48	50	96	200	32,000	32,000	Genji Armor	—

You may or may not encounter the Death Machine on level 5F. Prepare for the worst, however; the Death Machine is more difficult than even Tiamat. Its attacks are focused on single party members, and they do tons of damage. The machine also heals itself 100 HP every turn. Attack incessantly—your foe will eventually cast a nasty spell called Nuke that deals heavy damage to your entire party.

Death Machine 1
Duke 208 / 999 106
Cal 541 / 821 89
Twilly 863 / 916 608
Zolo 423 / 556 570

TIAMAT

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE	WEAKNESS
2,400	53	80	80	36	45	72	200	6,000	5,496	—	Stone, Poison

Tiamat 1
Duke 945 / 999 106
Cal 653 / 789 89
Twilly 852 / 908 608
Zolo 551 / 551 750

Tiamat 1
Duke 937 / 999 106
Cal 653 / 789 89
Twilly 852 / 908 608
Zolo 551 / 551 705

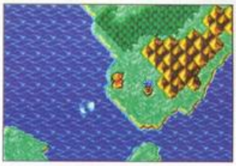
Tiamat, the Fiend of Wind, will be waiting for you when you reach the crystal. Protective spells such as Protera will be helpful against her wide array of spells. Saber and Haste will be helpful for increasing the strength of your physical attacks. If you purchased the black spell Flare in Lufenia, cast it as often as possible. It will do more damage than any other spell. Tiamat's assaults are ferocious, so have your healer use Healaga and Curaja whenever needed.

◆ MT. DUERGAR SWORDSMITH ◆

Go back to Mt. Duergar and talk to the Dwarf smith there. He's very excited to see that you have Adamantite, and he'll make you a rare sword: the Excalibur. Make sure you get the sword before continuing on to the final mission.

FOUND WEAPONS

WEAPON	ATK	ACC	CLASS
Excalibur	45	35	Kn



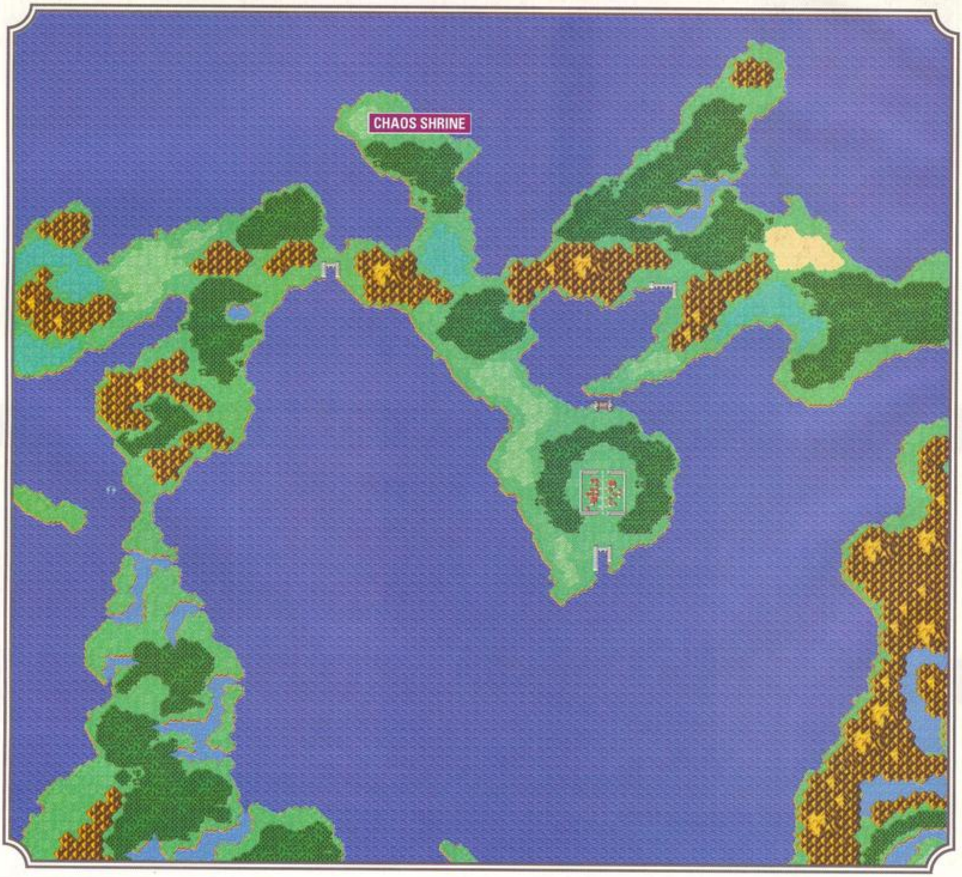
Awricht! Ah'll uise this tae make ye the finest sword ye'll e'er wield!

◆ PREPARE FOR THE TEMPLE OF CHAOS ◆

Before embarking on your final quest, take some time to prepare. Travel back to Gaia, Onrac or Crescent Lake to max out your inventory. The Temple of Chaos is a lengthy dungeon—take along 99 Ethers and 99 Hi-Potions. Use some of your downtime to travel the world and buy the spells you couldn't afford previously. Finally, stay at an inn, and when you're ready, head to the center of the world map.

THE FINAL QUEST

The present plague of the four Fiends has been diminished, and the crystals have been lit. The Fiends, however, had been redirecting their power into the past through the Black Crystal. To end the cycle of evil, the Warriors of Light must use the power of the crystals to travel back 2,000 years. There, they will face the root of all evil—Chaos—in an attempt to change the future.



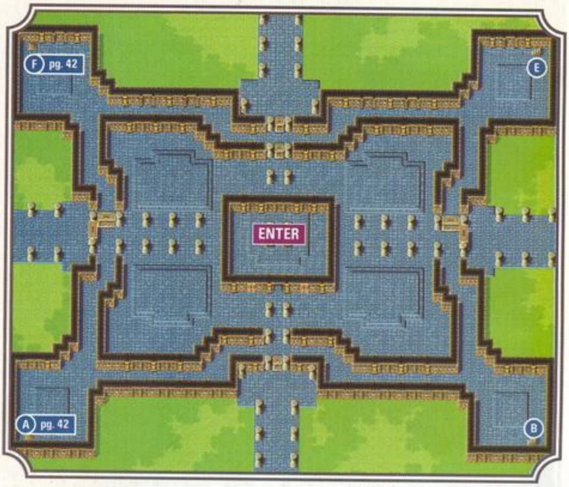
TEMPLE OF CHAOS

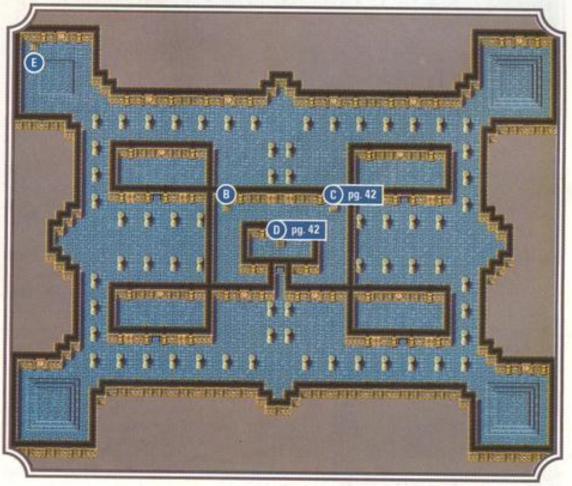
Just one step forward, and you will travel back two thousand years in time!

Once the four crystals are lit, the Black Crystal in the center of the Chaos Shrine will transport your party back 2,000 years to the Temple of Chaos. It's easy to get lost in the temple. Use the maps on the next two pages to avoid running into dead ends. Inside the temple, you'll fight all four Fiends again, and eventually battle Chaos itself.

ENEMY ENCOUNTERS: TEMPLE OF CHAOS

NAME	HP	ATK	GIL	EXP	WEAKNESS
Basilisk	196	30	658	1,977	—
Black Knight	260	44	1,800	1,263	—
Chimera	300	30	2,500	2,064	Ice
Clay Golem	176	64	800	1,257	—
Dark Fighter	200	40	3,420	3,420	—
Dark Wizard	105	26	1,095	1,095	—
Death Eye	360	120	1	1	Fire, Dia
Dragon Zombie	268	56	999	2,331	Fire, Dia
Earth Elemental	288	66	768	1,536	Fire
Earth Medusa	96	11	1,218	1,218	Fire
Fire Gigas	300	73	1,506	1,506	Ice
Fire Lizard	296	31	1,200	2,472	Ice
Green Dragon	352	72	5,000	4,068	Ice
Ice Gigas	336	60	1,752	1,752	Fire
Iron Golem	304	93	3,000	6,717	—
Lava Worm	280	50	400	1,671	Ice
Purple Worm	448	65	1,000	4,344	—
Red Dragon	248	75	4,000	2,904	Ice, Stone, Poison
Rhyos	350	40	5,000	4,584	Ice
Sahagin Prince	204	47	882	882	Lightning
Sea Scorpion	148	35	300	639	Lightning
Sea Snake	224	35	600	957	Lightning
Sea Troll	216	40	852	852	Lightning
Stone Golem	200	70	1,000	2,385	—
Vampire	280	76	2,000	1,200	Fire, Dia
Vampire Lord	300	90	3,000	2,385	Fire, Dia
Water Elemental	300	69	800	1,962	Ice
White Dragon	200	53	2,000	1,701	Fire, Lightning
White Shark	344	50	600	2,361	Lightning
Winter Wolf	92	25	200	402	Fire



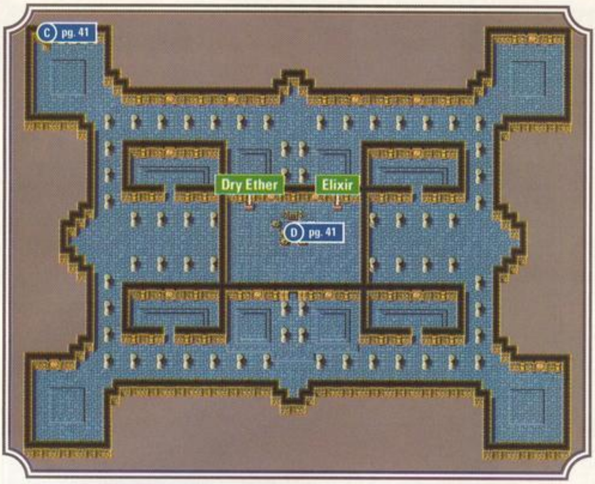


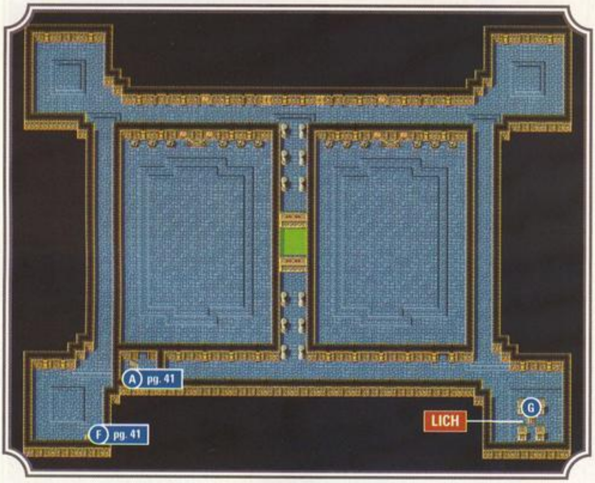
ICE STORM

Icestorm
White Dragon
Duke
Cal
Twilly
Zolo

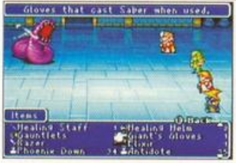
White Dragon
Duke
Cal
Twilly
Zolo

Groups of White Dragons are common in the Temple of Chaos. You'll need to dispose of them quickly, before they have a chance to attack with the deadly Ice Storm spell. White Dragons are vulnerable to Lightning and Fire, but you can usually take them out using strong physical attacks.





HP FOR FREE



Gloves that cast Saber when used.

At this point in the game, you should have the Healing Staff and two Healing Helms. Though it may seem tedious to use the two items during battle, it will be necessary to make your MP last. When you encounter a relatively weak enemy, have three of your party members use your three healing items each turn, then spend the fourth party member's turn using a non-attack item like the Giant's Gloves. Doing this for four or five rounds should max out your HP without sacrificing any MP.

GAZE OF THE DEATH EYE

Death Eyes are vulnerable to Fire and Dia. Try to eliminate them before they use Gaze, a powerful spell that can be fatal.

LUTE TO LICH

Stand on point D on the map to the left to play the Lute you received from Sarah (see page 10). The passageway to the next area will open.

FLAME-RETARDANT SPELLS

```
Dark Wizard    1   Duke    999 / 999   201
Dark Fighter   1   Cal     887 / 887   175
                   Twilly  964 / 964   850
                   Zolo    588 / 588   999
```

NulBlaze, a spell that wards off Fire attacks, will be effective in the first part of the Temple of Chaos. If you come across a Red Curtain, an item that casts NulBlaze, save it for the upcoming battle with Lich. He will cast a powerful spell called Flare, and NulBlaze will decrease the damage significantly.

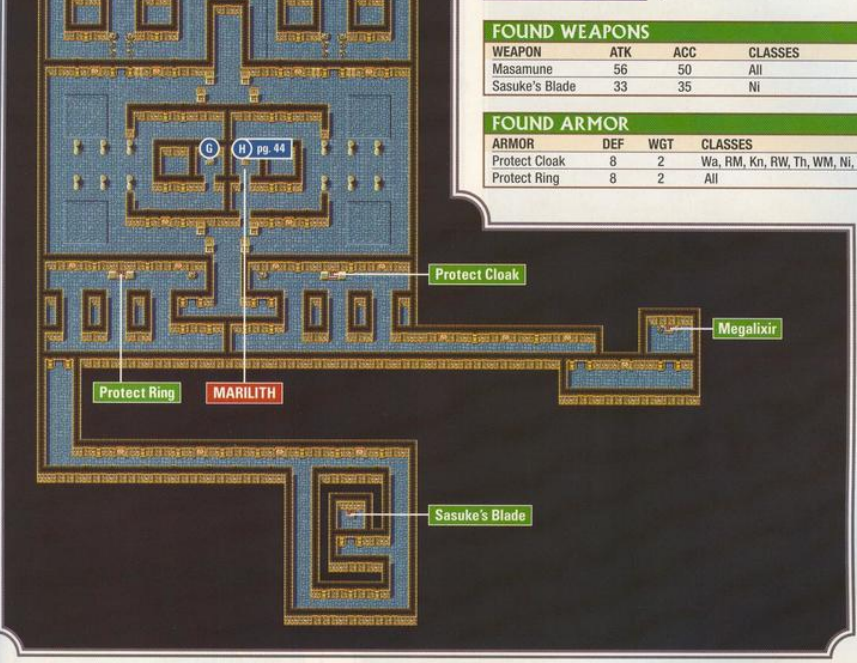
LICH

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF
2,800	50	64	80	24	34	48	140

GIL	EXP	TREASURE	WEAKNESS
1	2,000	—	Dia

```
Lich           1   Duke    999 / 999   201
                   Cal     969 / 969   175
                   Twilly  999 / 999   850
                   Zolo    639 / 639   999
```

Lich, the Fiend of Earth, is back and much stronger than before. He now has the ability to cast Flare on your party, inflicting considerable damage. Use Saber and Haste to increase a party member's physical attack power. Casting Diaja with a White Wizard will also damage Lich severely. Hit the foe hard, and be prepared for his Flare attack.


G
H pg. 44
Protect Cloak
Megalixir
Protect Ring
MARILITH
Sasuke's Blade

SECOND PROTECT CLOAK

Equip
Optimal
Remove
Equip
Zolo
Black Wizard
Cat Claws
Protect Cloak
Ribbon
Black Robe
Protect Ring
ATK
ACC
DEF
EVA

Although it's out of the way, be sure to grab the Protect Cloak on level 5F. It is the only item you can equip in the Shield slot of the Black and White Wizard, and it increases their Defense substantially. You should already have one from the Flying Fortress, but a second will be just as useful as the first.

FOUND WEAPONS

WEAPON	ATK	ACC	CLASSES
Masamune	56	50	All
Sasuke's Blade	33	35	Ni

FOUND ARMOR

ARMOR	DEF	WGT	CLASSES
Protect Cloak	8	2	Wa, RM, Kn, RW, Th, WM, Ni, WW, BM, BW
Protect Ring	8	2	All

FIERY ENCOUNTERS

Fire Gigas 1
Fire Lizard 2
Duke 818 / 999 201
Cal 935 / 999 175
Twilly 762 / 999 798
Zolo 327 / 700 954

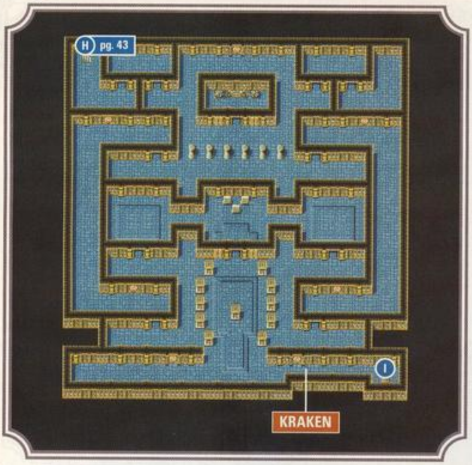
On Marilith's floor, you'll run into a multitude of fire monsters. Most of them are vulnerable to Ice spells, although physical attacks work almost as well. Use the battles against weaker enemies to heal your party with the Healing Helm and Healing Staff in preparation for the upcoming boss battle.

MARILITH

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE	WEAKNESS
3,200	60	63	80	30	41	60	183	1	2,000	—	—

Round two with Marilith is more difficult, mostly because she is no longer vulnerable to spells such as Silence and Sleep. Marilith can cast a wide array of attack spells, including Death. Take her out quickly with strong physical attacks. Try casting Confuse—if it connects, Marilith will attack herself for a few rounds, making your job easier.

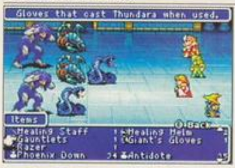
Marilith 1
Duke 999 / 999 201
Cal 930 / 999 175
Twilly 999 / 999 798
Zolo 686 / 686 984


H pg. 43
I
KRAKEN

CREEPING KRAKEN

Unlike the previous Fiends, Kraken is not in front of the stairs. You'll encounter him in the hallway before you reach the stairs. Once you defeat him, keep moving toward the stairs. If you backtrack, you'll trigger Kraken's encounter point again and be forced into another battle with him.

SEA ENEMIES



Gloves that cast Thundara when used.

Items
Back
Healing Staff
Gauntlets
Razer
Phoenix Down 34
Healing Helm 2
Giant's Gloves 1
Antidote 25

On Kraken's floor, you'll encounter large groups of enemies weak to Lightning. Select the Gauntlets in your Items menu to cast Thundara. This should take out the whole group without wasting any MP.

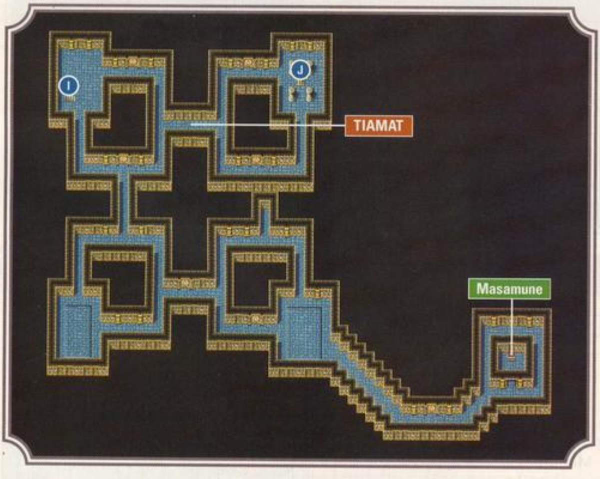
KRAKEN

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP
3,600	60	114	80	49	41	98	200	1	2,000

TREASURE	WEAKNESS
Eye Drops	—

Kraken 1
Duke 706 / 999 201
Cal 999 / 999 175
Twilly 922 / 999 798
Zolo 711 / 721 924

In your second encounter with Kraken, he will no longer be vulnerable to Lightning. Use the Giant's Gloves and cast Haste on your fighters to deal physical damage. Be prepared to cast Blindna on any party members who are afflicted with Darkness from Kraken's Ink spell. Use the Healing Staff and Healing Helm to keep your fighters healthy.


I
J
TIAMAT
Masamune

MASSIVE MASAMUNE

Take the long detour on the map above to obtain the Masamune. This sword is more powerful than Excalibur, and can be equipped to more character classes. If you have a Ninja, give the Masamune to him to greatly increase his value as a fighter.

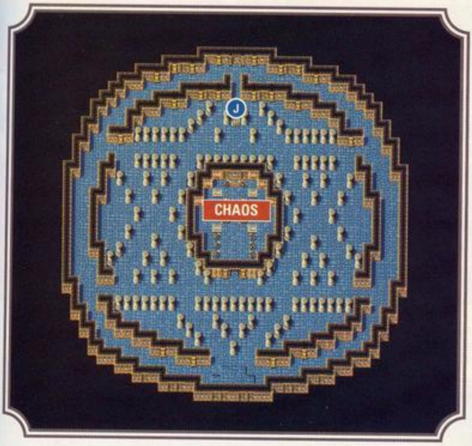
TIAMAT

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF
5,500	75	85	90	45	38	90	200

GIL	EXP	TREASURE	WEAKNESS
1	2,000	Rune Staff	—

Tiamat 1
Duke 999 / 999 201
Cal 999 / 999 175
Twilly 999 / 999 798
Zolo 443 / 735 854

You'll encounter Tiamat in the hallway between points I and J. She has no particular weaknesses, so be patient while trying to reduce her HP. Use powered-up physical attacks from your fighters, as well as Flare and other powerful spells from a Black or Red Wizard. Have your White Wizard cast Protera on your party to reduce Tiamat's attack damage. Diligence is the key to defeating the beast. Keep your party healthy, and fight on.



CHAOS THEORY

To prepare for your battle with Chaos, use your remaining Potions and Ether to max out your HP and MP. Equip your most powerful weapons and armor, keeping in mind that Chaos is not vulnerable to anything, nor does he cast spells that affect your status. He does, however, cast a variety of elemental spells, so be prepared to protect your party against the elements.

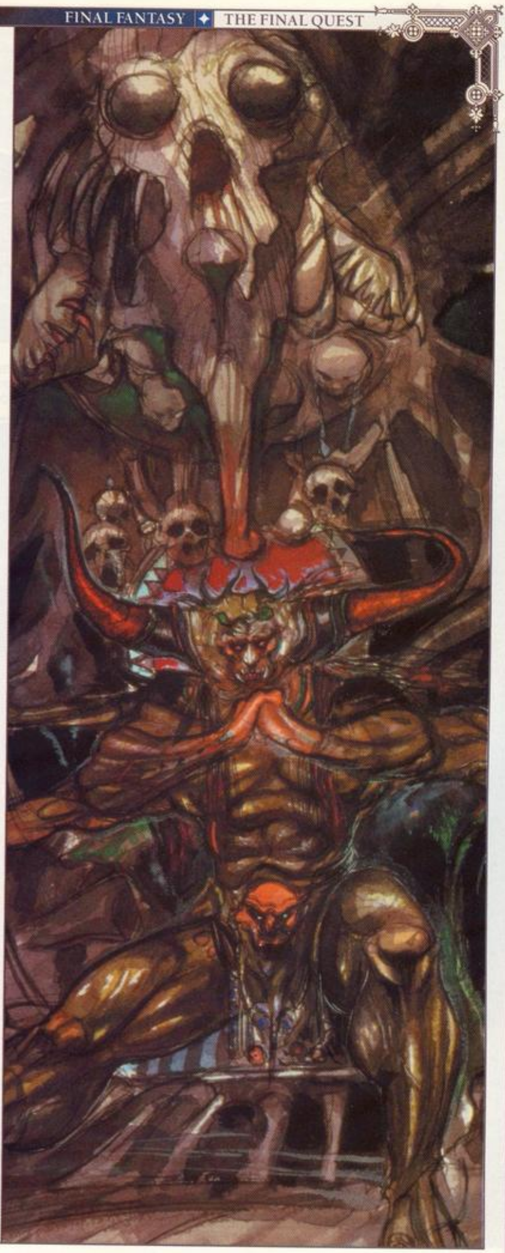
CHAOS

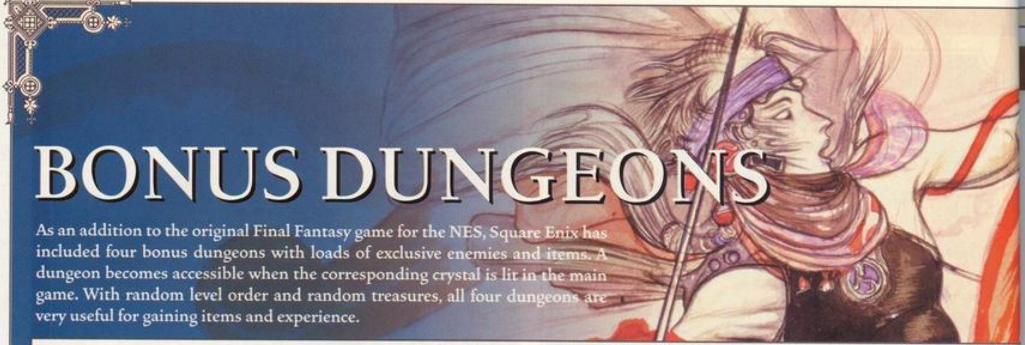
HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
20,000	170	200	100	50	40	100	200	0	0	None

WEAKNESS

—

To survive Chaos, you must steel yourself for a long battle. The monstrosity casts a variety of unique elemental spells, including Blaze and Tsunami. Decrease the damage done to your party by casting NulAll, as well as NulBlaze, NulShock and NulFrost. To keep your party healthy, you'll need to cast Healara almost every round. Chaos has the power to take a party member out in one hit, so be ready to use the Life spell or a Phoenix Down. On the offensive front, strengthen your physical attacks with Saber and Haste, and attack incessantly. Spells such as Holy and Flare will be effective, but your magic will likely be better-utilized healing and protecting your party. Occasionally, Chaos will heal himself completely—keep hacking away until victory is yours.





BONUS DUNGEONS

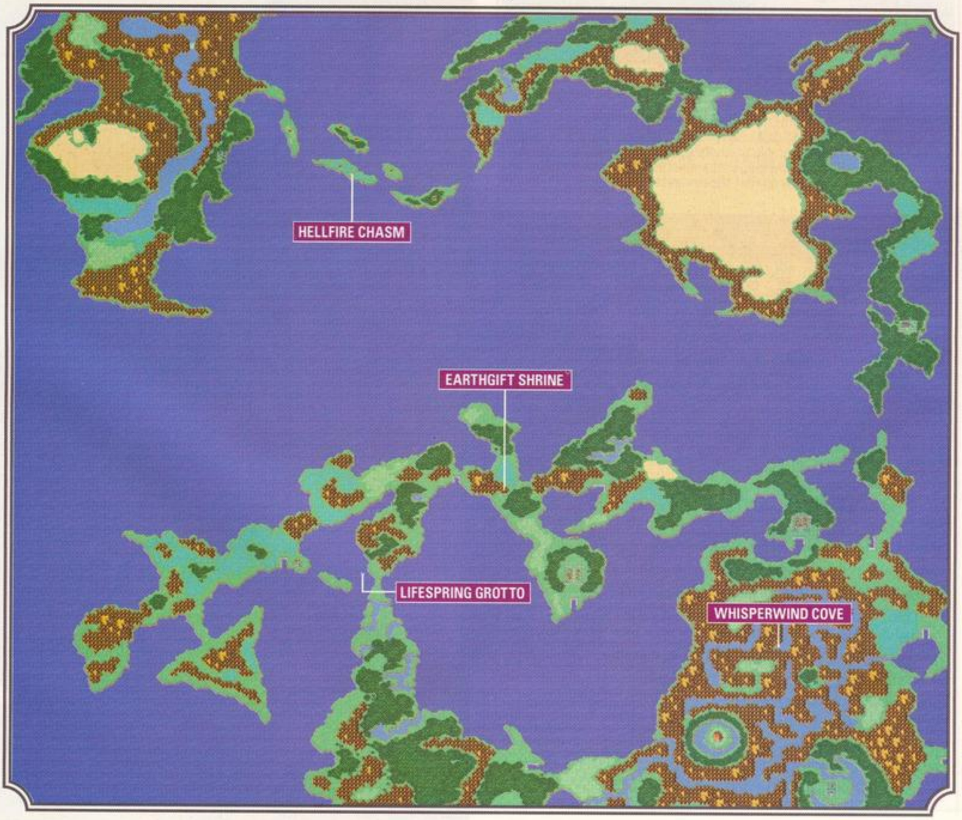
As an addition to the original Final Fantasy game for the NES, Square Enix has included four bonus dungeons with loads of exclusive enemies and items. A dungeon becomes accessible when the corresponding crystal is lit in the main game. With random level order and random treasures, all four dungeons are very useful for gaining items and experience.

S Start icons on the maps call out possible entrances to the level.

G Goal icons call out the exit of each level.

■ Possible treasure locations are marked with blue boxes; chests appear in those places randomly.

BOSS'S NAME Bosses are called out by name in red boxes.

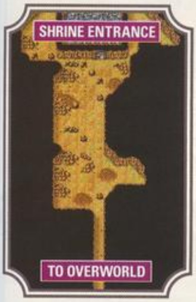


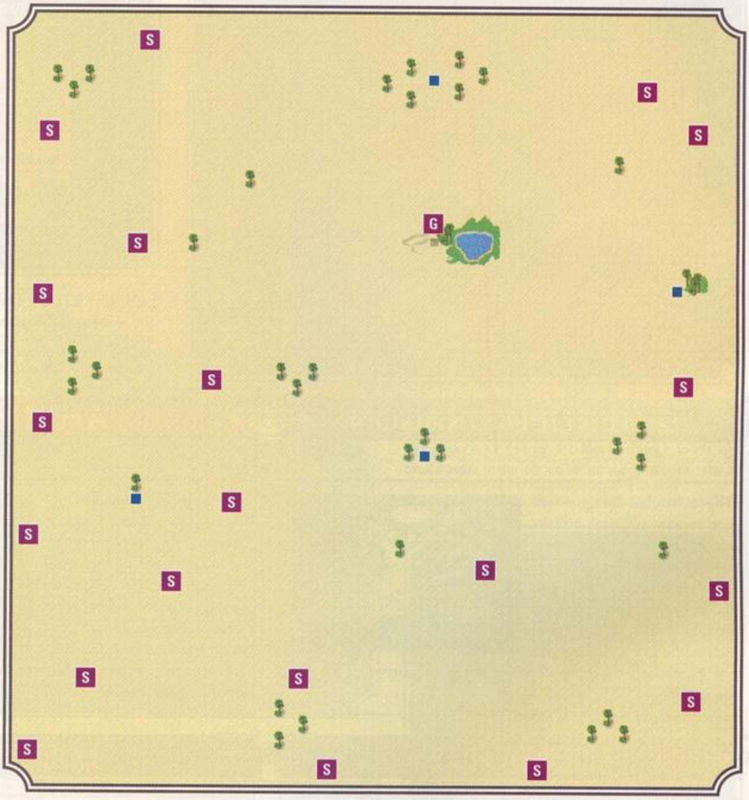
EARTHGIFT SHRINE

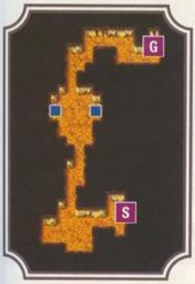
Once you conquer the Cavern of Earth and light the Earth Crystal (see page 19), the first bonus dungeon will be accessible. The entrance to the Earthgift Shrine is in a cave just south of the Chaos Shrine. You may want to wait until your stats are higher before venturing into the Earthgift Shrine. Level order is random in the shrine, as is the content of each treasure chest.

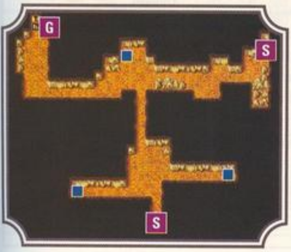
POINT OF NO RETURN

Once you enter the Earthgift Shrine, you won't be able to exit until you defeat a boss. Be sure to save before you enter the shrine, and come prepared with plenty of healing items.







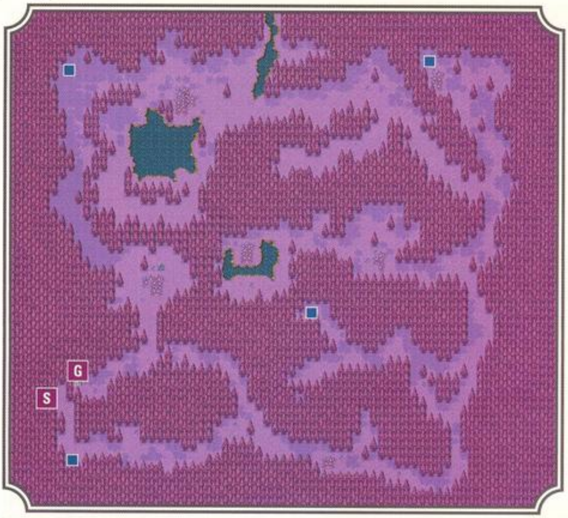


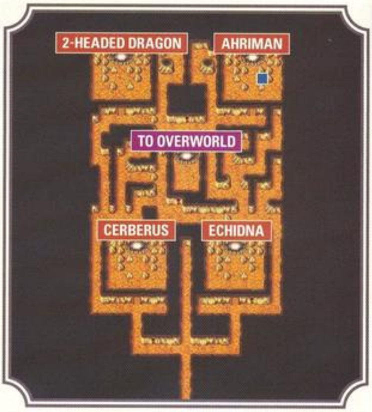
ENEMY ENCOUNTERS: EARTHGIFT SHRINE

NAME	HP	ATK	GIL	EXP	WEAKNESS
Abyss Worm	2,500	95	1,500	4,000	—
Black Goblin	50	10	300	200	—
Catoblepas	200	30	800	1,500	—
Desertpede	120	35	100	250	—
Gloom Widow	71	8	520	140	—
Skuldier	120	25	80	133	Fire, Dia
Wild Nakk	80	15	60	240	—

THE ABYSS

Abyss Worms have a massive 2,500 HP, and can catch you by surprise in the Earthgift Shrine. Keep your party healthy while traveling through the shrine in case you run into some. Abyss Worms have no particular weaknesses. Use physical attacks to defeat them, and keep an eye on your health.




2-HEADED DRAGON
AHRIMAN
TO OVERWORLD
CERBERUS
ECHIDNA

FOUR TRIPS THROUGH THE SHRINE

The final room of the Earthgift Shrine contains four bosses that you can fight in any order. Once you defeat a boss, the door behind you will lock and you'll be forced to take another trip through the shrine to fight the next boss.

2-HEADED DRAGON

HP	ATK	GIL	EXP	TREASURE	WEAKNESS
4,500	60	0	0	Bard's Tunic	—

2-Headed Dragon
Duke
Cat
Twilly
Zolo

The 2-Headed Dragon will use mostly physical attacks on single party members. Use Cure spells to keep your party alive. Defeat the dragon by powering your physical attacks with Haste and Saber. Victory will earn you the Bard's Tunic, a piece of armor not found anywhere else in the game.

AHRIMAN

HP	ATK	GIL	EXP	TREASURE	WEAKNESS
4,000	60	0	0	Dry Ether	—

Ahriman
Duke
Cat
Twilly
Zolo

Ahriman is resistant to almost everything, but its attacks aren't very powerful. Attacking with enhanced physical attacks is very effective. Cast Haste and Saber on your fighters and use your other party members to keep everyone in good health. After the boss falls, be sure to open the treasure chest before exiting.

CERBERUS

HP	ATK	GIL	EXP	TREASURE	WEAKNESS
4,000	40	0	0	Kotetsu	—

Thunderbolt
Cerberus
Duke
Cat
Twilly
Zolo

Cerberus likes to cast Thunderbolt on your party. Because the spell does fairly significant damage across the board, keep your party healthy with healing items or spells that affect the entire crew. Like the other bosses of the Earthgift Shrine, Cerberus is easiest to defeat if you use powered-up physical attacks.

ECHIDNA

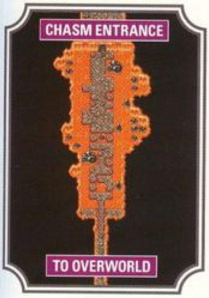
HP	ATK	GIL	EXP	TREASURE	WEAKNESS
4,800	50	0	0	X-Potion	—

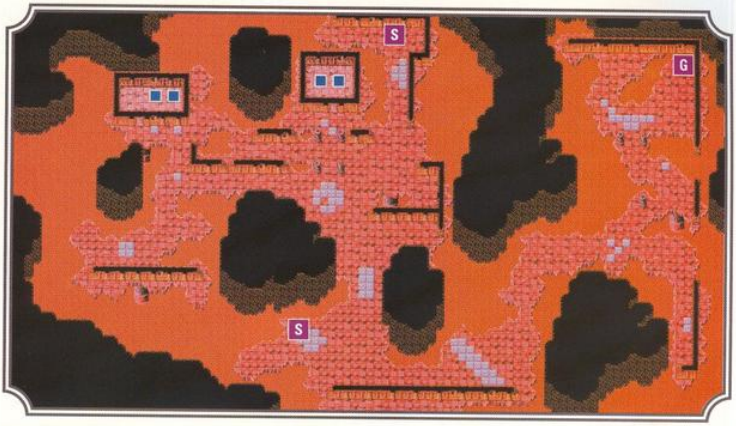
Echidna
Duke
Cat
Twilly
Zolo

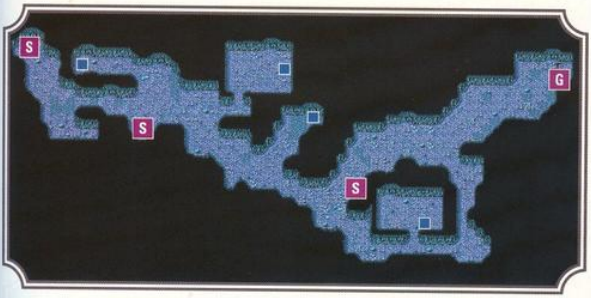
Echidna behaves similarly to Ahriman. It is not weak to anything and will often cast Quake on your party. Physical attacks are your best bet offensively. Use the Giant's Gloves to cast Saber on your fighters, then cast Haste to deal great damage. Strength Tonic will also increase your attack potency.

HELLFIRE CHASM

You'll gain access to the Hellfire Chasm after you've defeated Marilith at Mt. Gulg and lit the Fire Crystal (see page 23). The entrance is hidden among the entrances to the Dragon Caves. The maps on the next three pages will help you navigate the dangerous Hellfire Chasm. Like in the other bonus dungeons, level order, treasure chest locations and chest content are random.

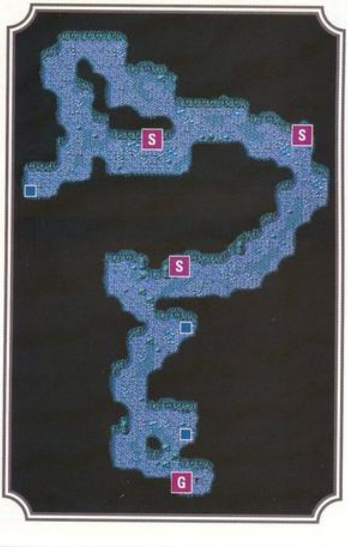






ALL THAT GLITTERS IS NOT GOLD

On the maps to the left and below, every step you take across the glittering floor will lead to an enemy encounter. Avoid the sparkling areas as much as possible.

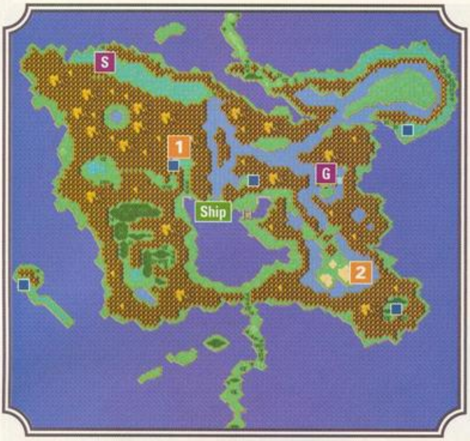


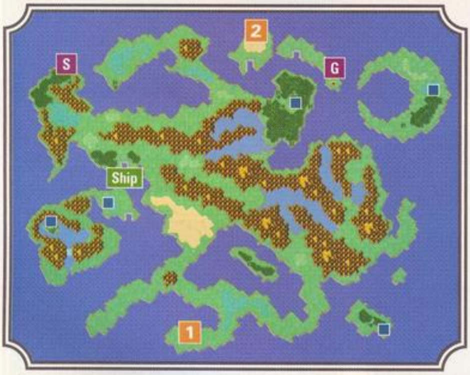
ENEMY ENCOUNTERS: HELLFIRE CHASM

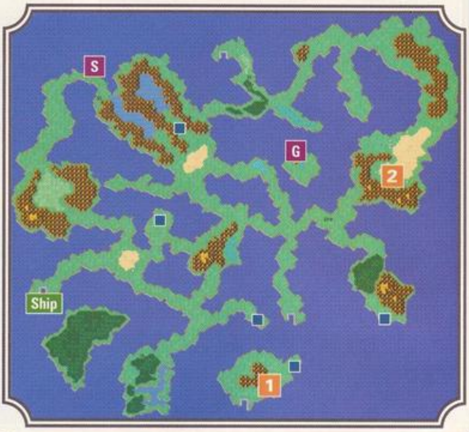
NAME	HP	ATK	GIL	EXP	WEAKNESS
Black Goblin	50	10	300	200	—
Blue Troll	132	20	300	340	Fire
Catoblepas	200	30	800	1,500	—
Dark Elemental	200	66	780	1,500	—
Death Elemental	160	35	800	753	—
Devil Hound	150	22	150	300	—
Elm Gigas	250	40	850	850	—
Gloom Widow	71	8	520	140	—
Hundlegs	235	40	200	1,000	—
Poison Naga	232	6	960	960	—
Python	85	22	150	200	—
Sahagin Queen	100	30	500	500	Lightning
Silver Dragon	200	53	2,000	1,800	—
Wild Nakk	80	15	60	240	—
Yellow Ogre	150	25	250	300	—

1 2 PRETEND OVERWORLD

In the Hellfire Chasm, you'll randomly reach one of three overworld maps. On the map below, you'll need to find an airship to reach the exit, but on the other two maps, the airship is optional. Find the ship and sail to point 1. Talk to the man, then sail to point 2. Approach the palm tree to raise the airship, then head for the exit.



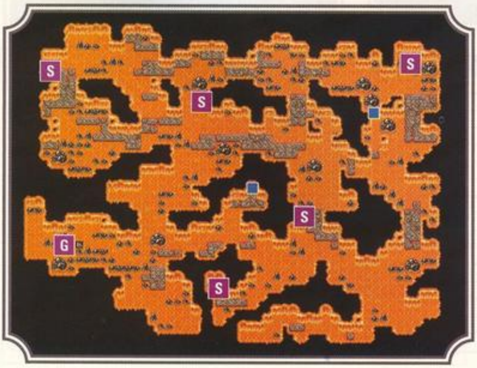


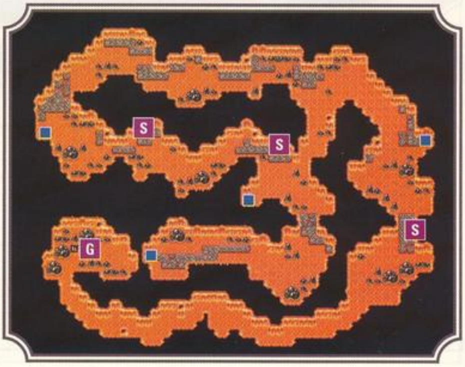


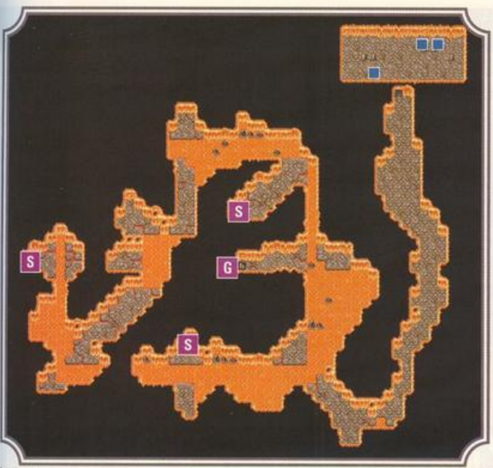
CAGNAZZO

HP	ATK	GIL	EXP	TREASURE	WEAKNESS
7,968	44	0	0	Light Curtain	Lightning

Cagnazzo casts a powerful spell called Tsunami, also used by Chaos, the game's final boss. Tsunami does great damage to your entire party, so take out Cagnazzo as quickly as possible. Exploit his weakness by casting Thundaga, and finish him with strong physical attacks.







BARBARICCIA

HP	ATK	GIL	EXP	TREASURE	WEAKNESS
12,954	88	0	0	Braveheart	—

Barbariccia is most easily defeated using powered-up physical attacks. She will hit your party with an attack called Cyclone, which will do heavy damage. Use healing items or spells that affect the entire party, and take her down one hit at a time.

Barbariccia 1
Duke 864 / 999 516
Cal 999 / 999 440
Twilly 999 / 999 571
Zolo 856 / 885 577

RUBICANTE

HP	ATK	GIL	EXP	TREASURE	WEAKNESS
15,000	88	0	0	Kikuichimonji	—

Rubicante will cast powerful Fire spells and focus on individual party members with strong physical attacks. Return the favor by casting Haste and using the Giant's Gloves on your fighters to deal damage of your own.

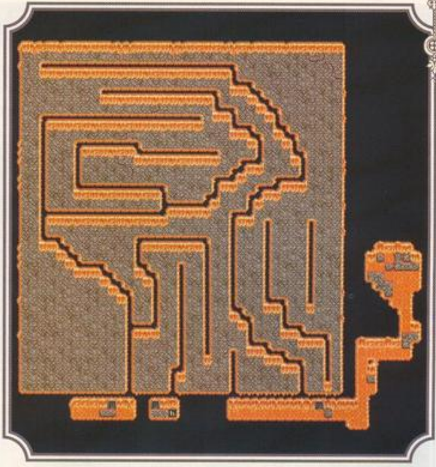
SCARMIGLIONE

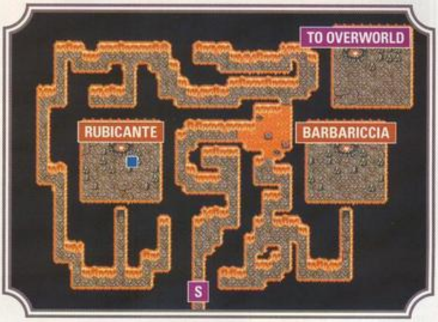
HP	ATK	GIL	EXP	TREASURE	WEAKNESS
4,000	19	0	0	—	—
7,046	46	0	0	Lunar Curtain	Fire, Dia

Once you defeat Scarmiglione, he will come back from the dead even stronger, but weak to Fire and Dia. Use protective spells on your party, and strong physical attacks to win.

Scarmiglione

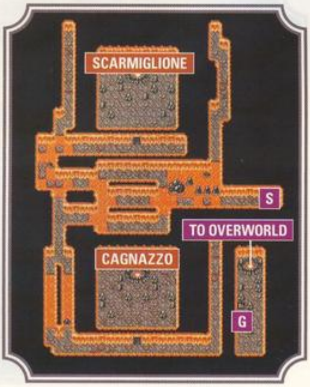
Scarmiglione




TO OVERWORLD
RUBICANTE
BARBARICCIA
S

LEVEL 5

The map to the right will always be the fifth level down. You'll have to choose which of the two bosses to fight.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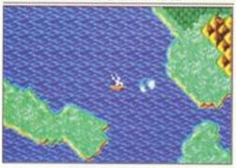
TO OVERWORLD
CAGNAZZO
G

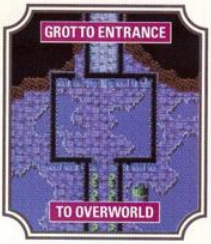
LIFESPRING GROTTO

Lifespring Grotto can be accessed anytime after you defeat Kraken in the Sunken Shrine (see page 33). Levels and chests are randomized, as in the other bonus dungeons. Use the maps on the next five pages to find your way through each area. The last two boss battles in the grotto are the most difficult in the game. To prepare, visit the shops at Gaia and the Desert Caravan to max out your inventory.

WHIRLPOOL AWAY

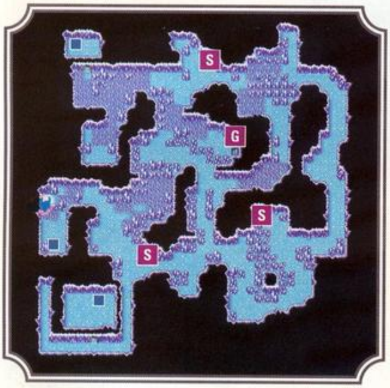


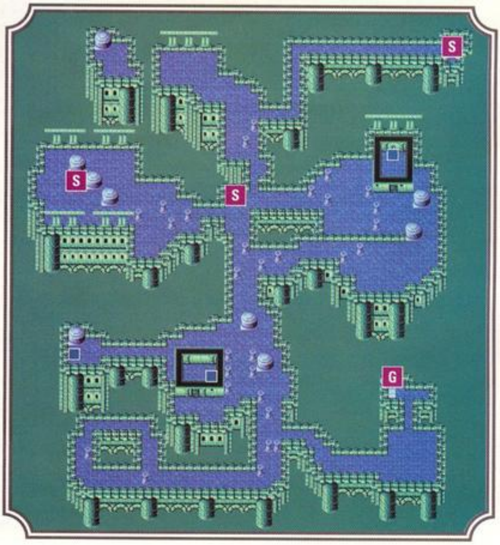
The entrance to Lifespring Grotto is a whirlpool near the Dwarven Canal, and must be reached by ship.

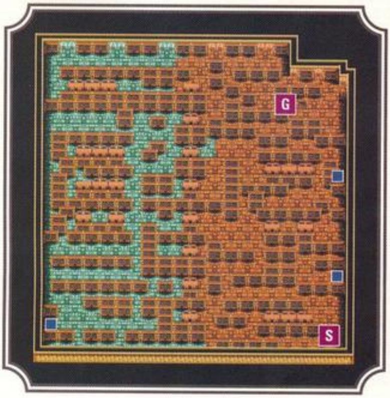


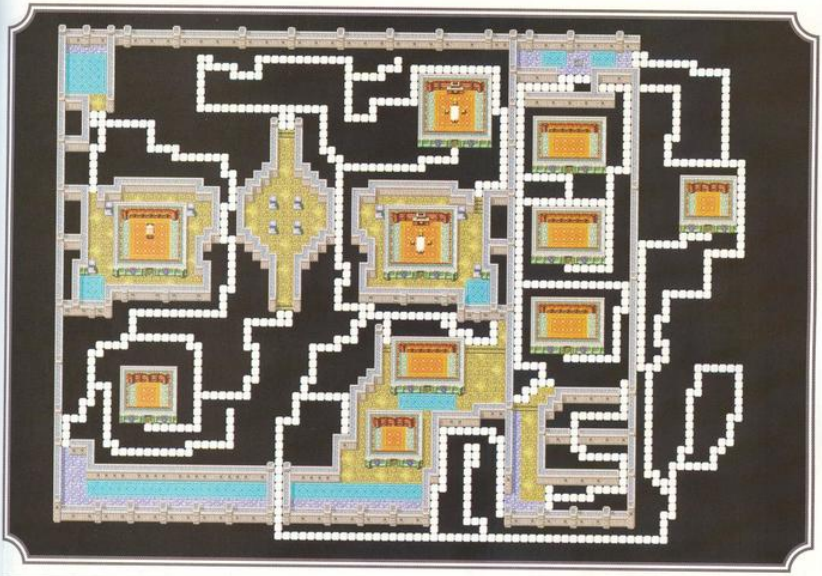
ENEMY ENCOUNTERS: LIFESPRING GROTTO

NAME	HP	ATK	GIL	EXP	WEAKNESS
Black Dragon	1,600	95	4,000	3,000	—
Black Goblin	50	10	300	200	—
Blue Dragon	454	92	2,000	3,274	—
Blue Troll	132	20	300	340	Fire
Dark Eye	450	45	2,000	555	Lightning
Death Elemental	160	35	800	753	—
Death Manticore	243	22	1,200	800	—
Desertpede	120	35	100	250	—
Dragon Zombie	268	56	999	2,331	Fire, Dia
Elm Gigas	250	40	850	850	—
Gloom Widow	71	8	520	140	—
Green Dragon	352	72	5,000	4,068	Ice
Holy Dragon	1,374	100	5,055	5,505	—
Killer Shark	1,200	60	700	2,500	Lightning
Python	85	22	150	200	—
Red Dragon	248	75	4,000	2,904	Ice, Stone, Poison
Revenant	68	20	250	250	Fire, Dia
Sahagin Queen	100	30	500	500	Lightning
Silver Dragon	200	53	2,000	1,800	—
Skuldier	120	25	80	133	Fire, Dia
White Dragon	200	53	2,000	1,701	Fire, Lightning
Wild Nakk	80	15	60	240	—
Yellow Dragon	500	50	3,000	2,400	—

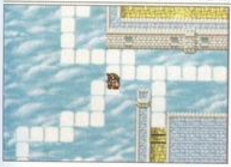




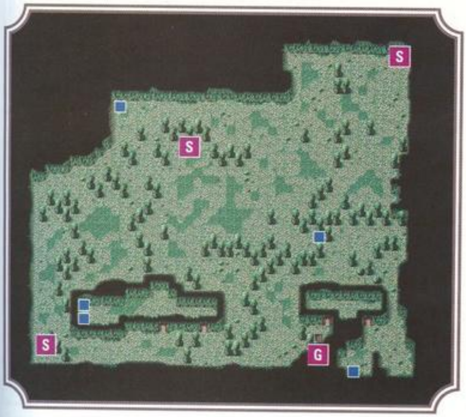


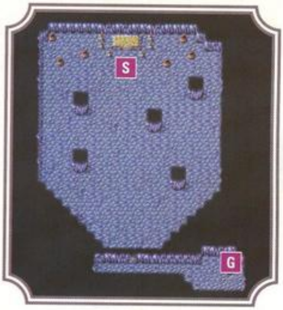


TRUST YOUR INSTINCT



On the map above, white blocks represent disappearing paths that connect the rooms. Stay on the path even when you can't see it, or you'll fall off and be transported back to the beginning. There are no enemy encounters here, so take your time exploring and collecting treasure.

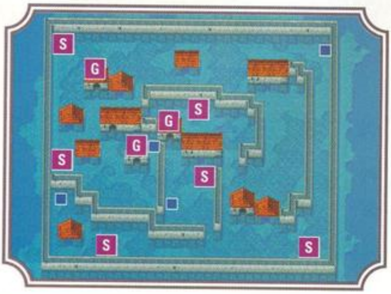


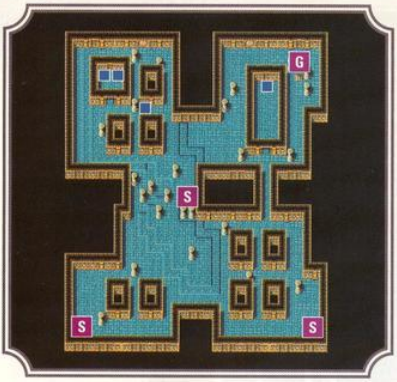


DRAGON QUEST

Holy
Holy Dragon

When you reach the map to the left, speak with the Dark Bahamut. He will tell you how many dragons of each kind you need to defeat to pass his trial and unlock the door. Of the many dragon types, the one to watch out for is the Holy Dragon.

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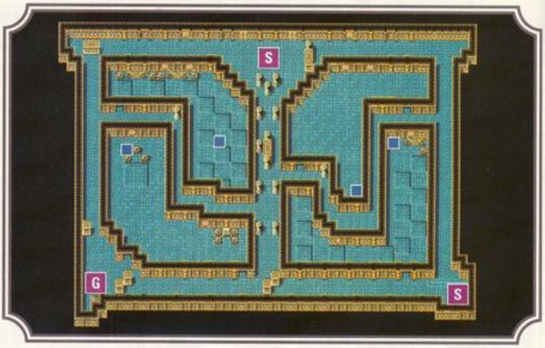
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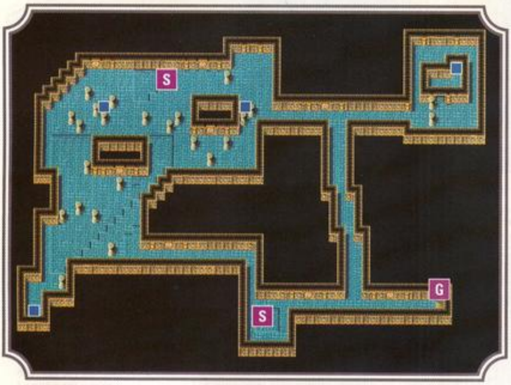
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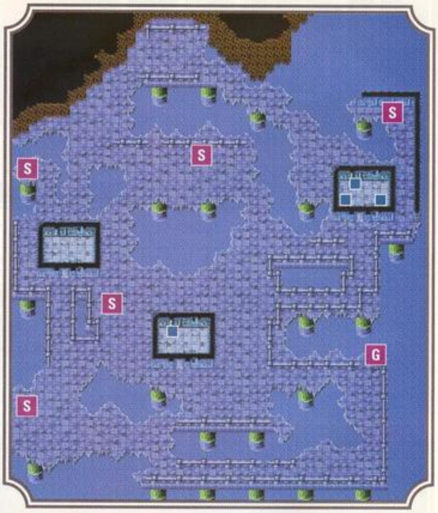
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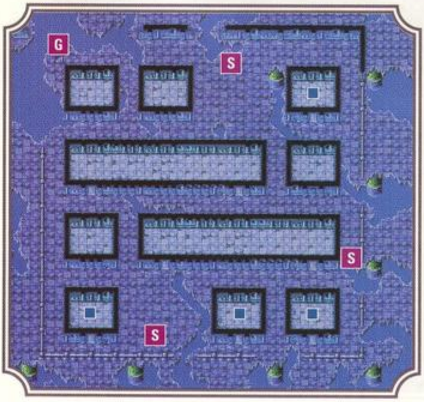
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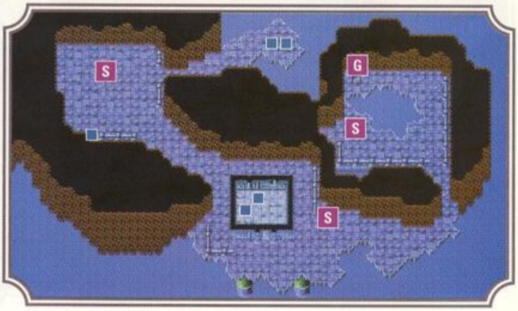
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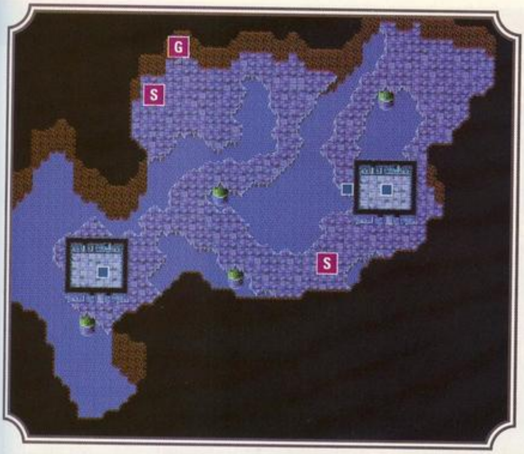
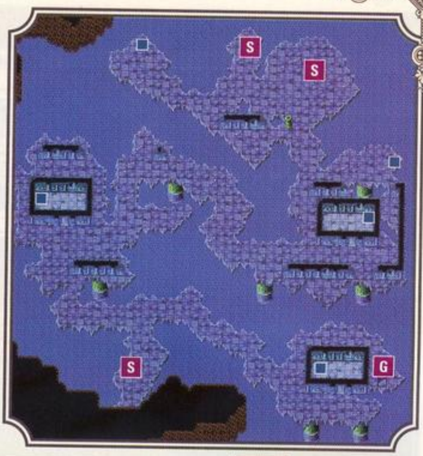
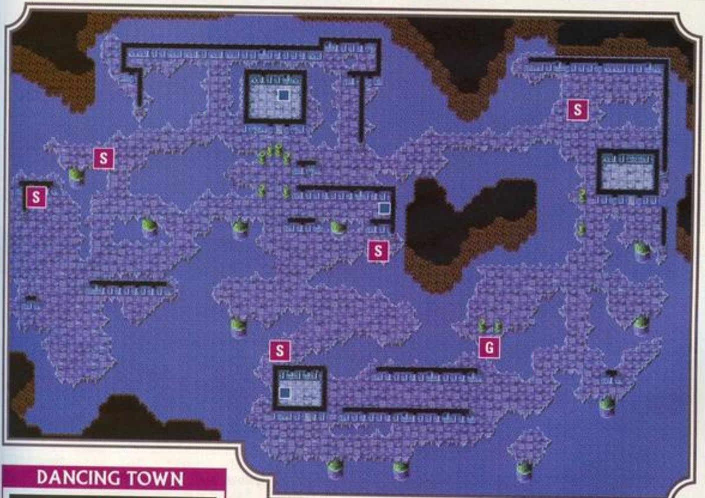
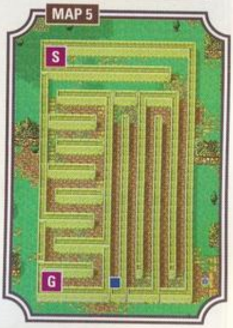


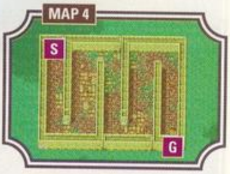




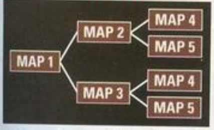
MAP 5



MAP 4

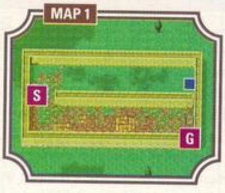


DANCING TOWN

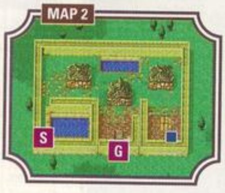

MAP 1
MAP 2
MAP 3
MAP 4
MAP 5
MAP 4
MAP 5

During each visit to Lifespring Grotto, you'll pass through only three of the five maps that make up Dancing Town. You'll randomly reach either Map 2 or Map 3, then Map 4 or Map 5.

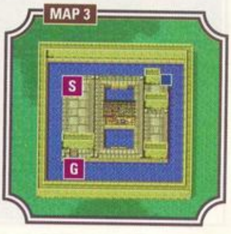
MAP 1



MAP 2



MAP 3



GILGAMESH

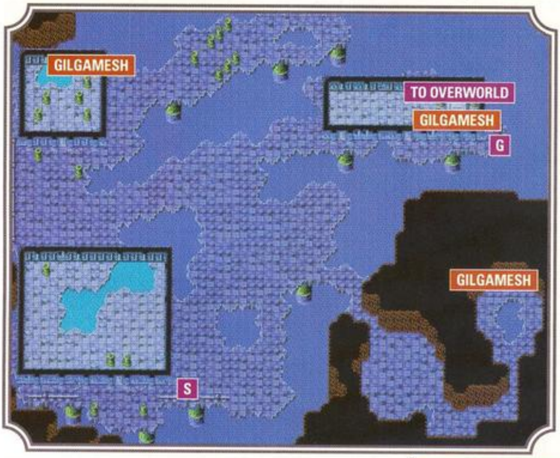
HP	ATK	GIL	EXP	TREASURE	WEAKNESS
8,888	70	0	0	Genji Gloves	—

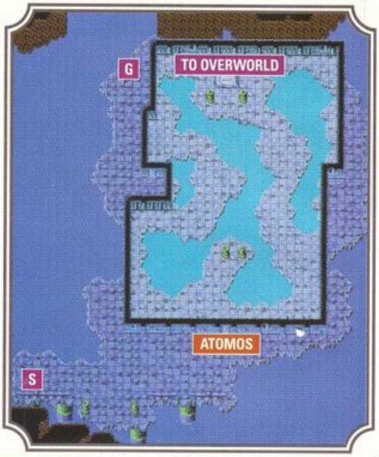
Gilgamesh should not take long to defeat, but beware of his swift attacks. One hit will damage a single party member severely. Use Curaga and powerful healing items to restore HP.

ATOMOS

HP	ATK	GIL	EXP	TREASURE	WEAKNESS
13,000	50	0	0	Judgment Staff	—

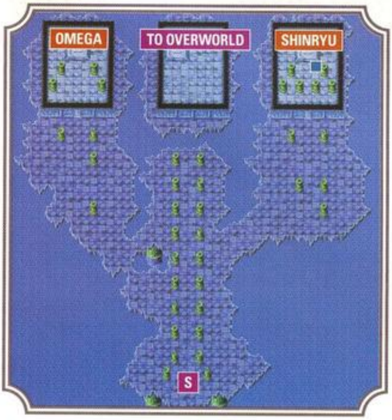
Strong physical attacks will easily combat Atomos's Wormhole and Firaga spells. Defeat him to collect the Judgment Staff, a powerful item that will let you cast Flare without using up any MP.





GILGAMESH'S SWORD

The map above shows the mermaid village of Seahold. The mermaids will tell you about an adventurer named Gilgamesh. You'll encounter him in battle at one of the three locations marked on the map.



OMEGA

HP	ATK	GIL	EXP	TREASURE	WEAKNESS
35,000	115	0	0	Murasame	Lightning

Your battle with Omega will be long and very difficult, no matter how high your stats are. Cast your most powerful healing spell every round in case Omega attacks with Wave Cannon. Thundaga and the Gauntlets will be most effective against the boss.

SHINRYU

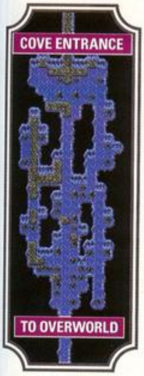
HP	ATK	GIL	EXP	TREASURE	WEAKNESS
35,000	220	0	0	Ragnarok	—

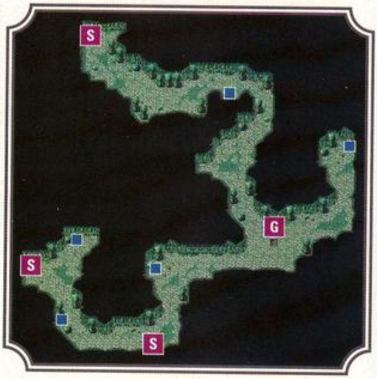
Unlike Omega, Shinryu is vulnerable to physical attacks rather than magic. Cast Saber and Haste on your fighters, and protect them at all costs. Have two characters heal your party every turn with spells and items. Defeating Shinryu will earn you a very powerful sword and a random item.

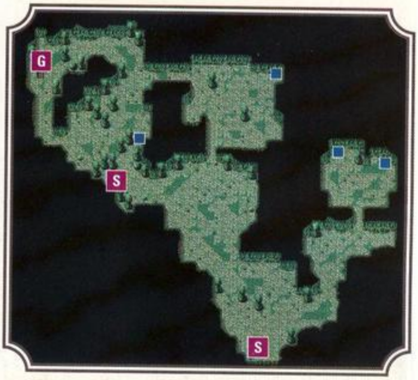
Shinryu
Duke
Cal
Twilly
Zolo

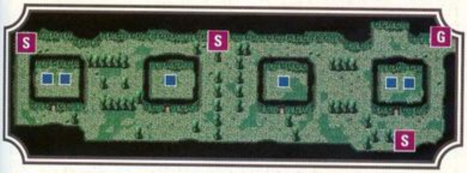
WHISPERWIND COVE

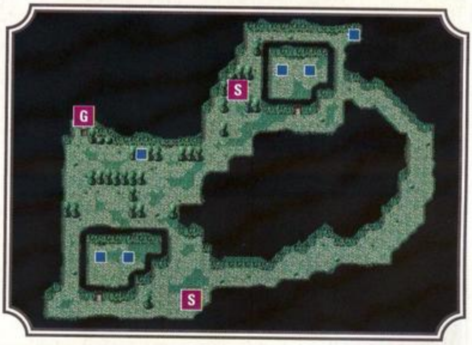
To access Whisperwind Cove, you must defeat Tiamat in the Flying Fortress (see page 39). You'll find the entrance right around the corner from the Cavern of Ice, in a cave accessible only by canoe. Some very powerful weapons, including the Ultima Weapon, are available only in this area. Use the maps on the next nine pages to navigate the random levels and locate possible treasure chests.





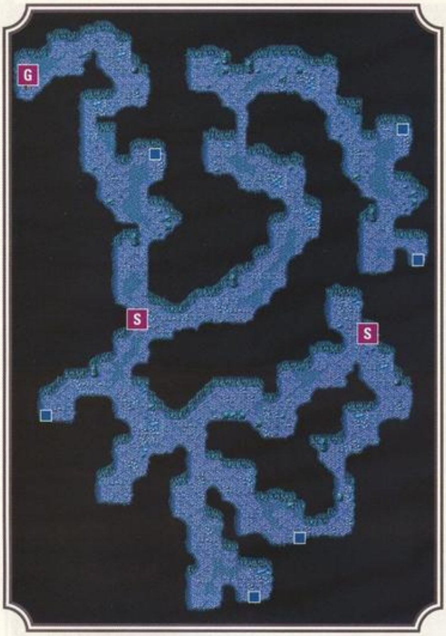


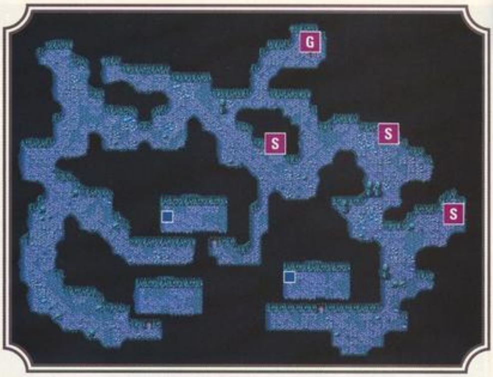




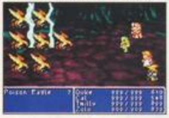
ENEMY ENCOUNTERS: WHISPERWIND COVE

NAME	HP	ATK	GIL	EXP	WEAKNESS
Black Dragon	1,600	95	4,000	3,000	—
Black Goblin	50	10	300	200	—
Blood Tiger	213	22	100	300	—
Bloody Eye	720	100	2	2,000	—
Bonesnatch	500	45	800	500	Fire, Dia
Catoblepas	200	30	800	1,500	—
Dark Elemental	200	66	780	1,500	—
Dark Wolf	360	30	75	300	—
Death Elemental	160	35	800	753	—
Death Manticore	243	22	1200	800	—
Desertpede	120	35	100	250	—
Devil Wizard	700	50	3,800	3,800	—
Duel Knight	520	60	4,300	1,200	—
Earth Plant	675	35	300	4,440	—
Earth Troll	566	50	542	1,200	Fire
Elm Gigas	250	40	850	850	—
Flare Gigas	1,050	80	2,000	2,000	—
Flood Gigas	400	45	1,500	300	—
Gloom Widow	71	8	520	140	—
Hundlegs	235	40	200	1000	—
Knocker	450	40	500	500	—
Mad Ogre	1,000	75	1,000	1,000	—
Mage Chimera	600	55	4,500	5,000	Ice
Mythril Golem	848	84	6,000	6,000	—
Pharaoh	1,220	75	1,542	1,542	Fire, Dia
Poison Eagle	200	30	555	500	—
Prototype	1,500	85	1,000	2,000	Lightning
Python	85	22	150	200	—
Reaper	350	90	1,000	1,000	Fire, Dia
Red Flan	390	50	500	1,110	Fire, Ice
Revenant	68	20	250	250	Fire, Dia
Rock Gargoyle	337	30	50	120	—
Sekhret	1,400	110	1,300	1,300	—
Skuldier	120	25	80	133	Fire, Dia
Squidraken	480	40	888	888	—
Undergrounder	690	75	1,300	2,500	—
Unicorn	150	20	300	500	Ice
Vampire	280	76	2,000	1,200	Fire, Dia
Wild Nakk	80	15	60	240	—
Yamatano Orochi	1,068	50	800	4,050	—
Yellow Dragon	500	50	3,000	2,400	—
Yellow Ogre	150	25	250	300	—

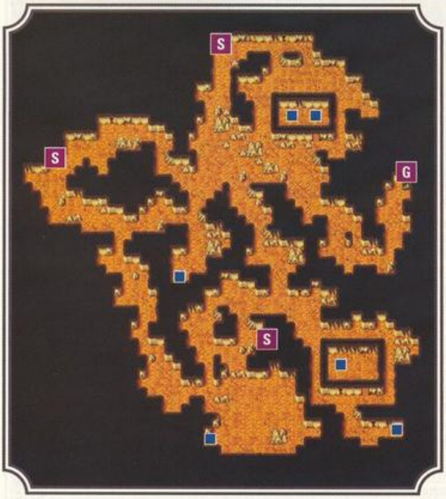


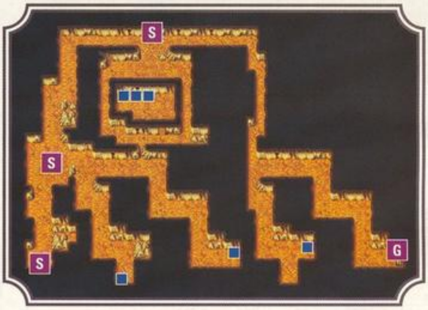


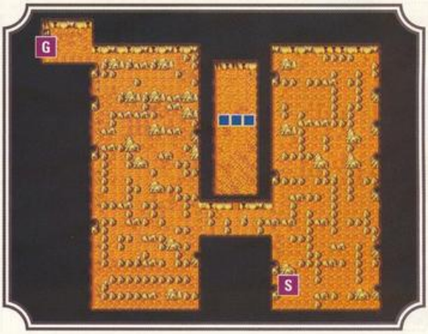
WHERE THE EAGLES ARE

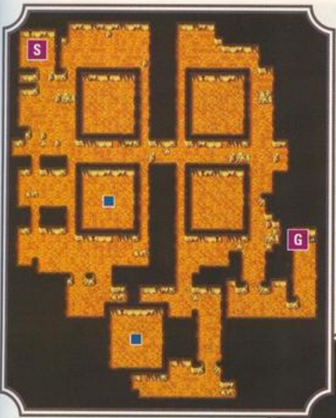

Poison Eagle 7
Dube
Cal
Twilla
Zola

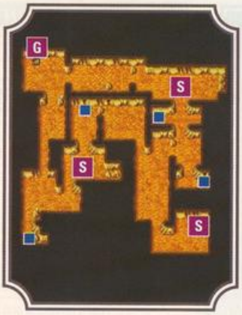
The later levels of Whisperwind Cove usually contain more-difficult enemies like Poison Eagles, Reapers and Black Dragons. Poison Eagles aren't as powerful as the other two enemies, but they come in big groups. Rather than attack them one at a time, cast Flare or Thundaga to take them out before the damage to your party adds up.

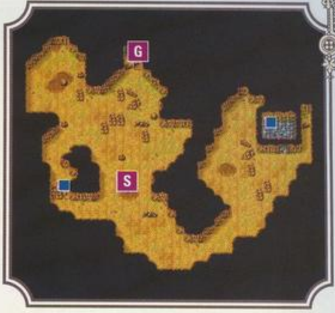


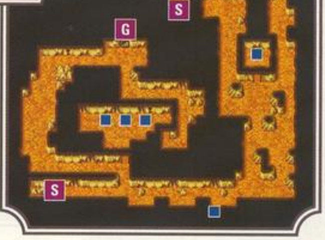


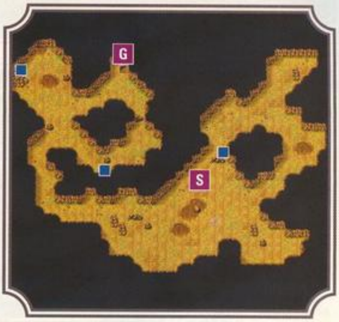








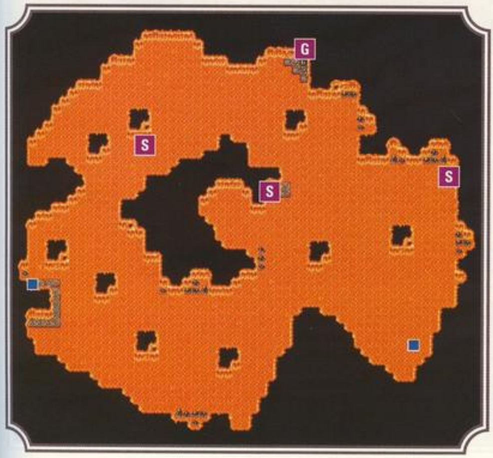


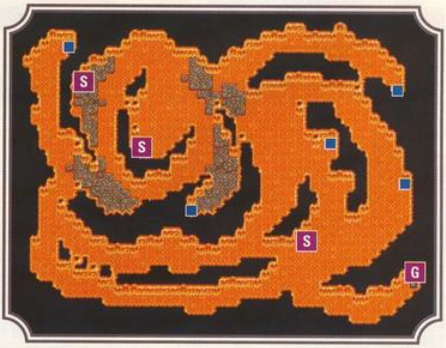


A HELPING HAND

Ye've got Merrick's autograph! Will ye let me hae it, lads?

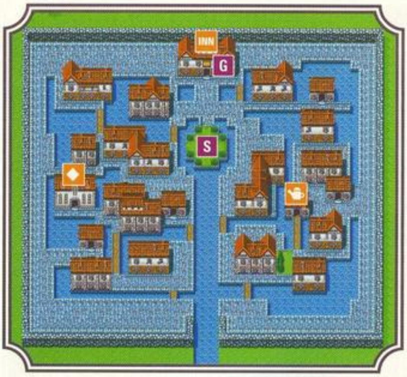
There are 10 Dwarfs wandering around the upper-left map on this page, and each needs something. Talk to them in the right order (it changes randomly) to help them all, eventually earning a Star Ruby to give to the Giant.





LAVA LAKES

Damaging lava covers the majority of the maps above and to the left. Party members will lose HP while walking on the lava, but they won't encounter enemies. To regain strength, walk back and forth on a spot of land to trigger a random battle. Most enemies on these two levels are easy, allowing you the opportunity to use the Healing Staff and Healing Helms to gain HP without using any MP.



RESTORATION

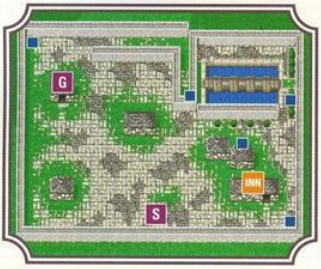
SHOP	PRICE	INFO
Sanctuary	1,000 gil	Restore KO'd party members
Inn	1,000 gil	Restore party's HP & MP

ITEM, WEAPON & ARMOR SHOP

The town on the map to the left is home to a shop that sells a variety of items, weapons and armor. Like many things in Whisperwind Cove, a certain level of randomness affects the shop's inventory. Merchandise varies based on when you reach the town. In all, there are four versions of the shop, each selling unique and rare items. Weapons such as the War Hammer, Ogrekiller, Sage's Mitre and Kotetsu are available in the town. The Kenpogi, Zephyr Cape, Wizard's Hat and Elven Cloak are examples of armor that will be offered at some point. Prices vary widely in the town, so come with gil to spare.

MAGE TOWN

Talk to the magic enthusiasts on the map to the right. Most are selling magic, but some are selling items, weapons and armor. Pick up an extra Healing Staff and some Light Curtains. If you are low on HP or MP, stay at the inn before you leave.



RESTORATION

SHOP	PRICE	INFO
Inn	1,000 gil	Restore party's HP & MP

ITEMS FOR SALE

ITEM	PRICE	EFFECT
Blue Curtain	300 gil	Casts NulShock
Light Curtain	1,000 gil	Casts NulAll
Lunar Curtain	500 gil	Casts NulDeath
Red Curtain	300 gil	Casts NulBlaze
White Curtain	300 gil	Casts NulFrost

ARMOR SHOP

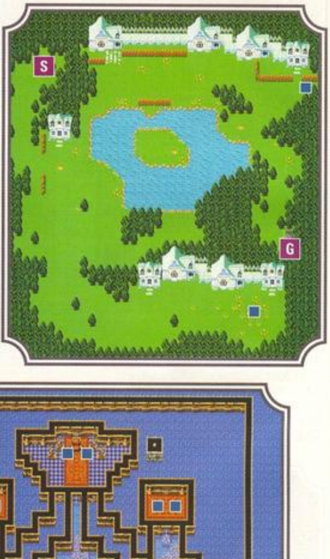
ARMOR	PRICE	DEF	WGT	CLASSES
Black Robe	25,000 gil	24	2	BW
Gauntlets	15,000 gil	6	3	Kn, RW, Ni
Protect Cloak	20,000 gil	8	2	All except Ma and Mo
Protect Ring	16,000 gil	8	1	All
White Robe	25,000 gil	24	2	WW

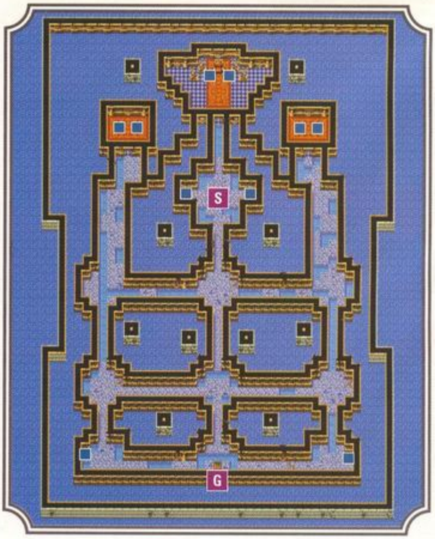
WEAPON SHOP

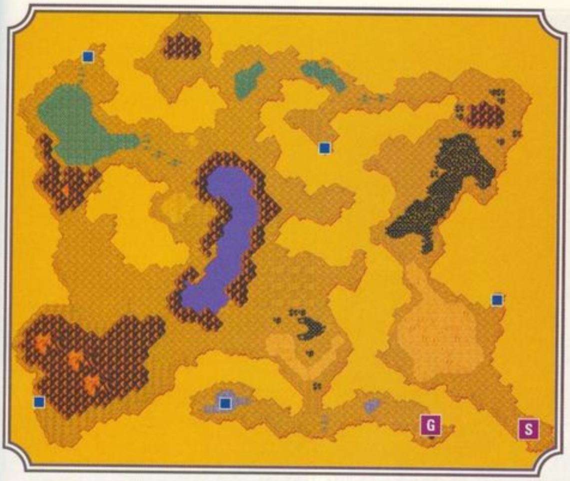
WEAPON	PRICE	ATK	ACC	CLASSES
Healing Staff	25,000 gil	6	0	WM, Ni, WW
Light Axe	10,000 gil	28	15	Wa, Kn, Ni
Mage's Staff	25,000 gil	12	10	Ni, BM, BW
Thor's Hammer	40,000 gil	18	15	Kn, Ni, WW
Wizard's Staff	50,000 gil	15	15	BW

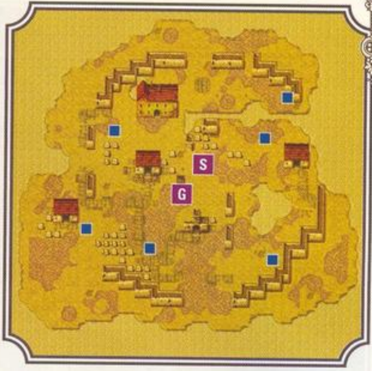
FAERIE TOWN

There are good and bad faeries in the town shown to the right. Good fairies will completely restore your HP or MP, whereas bad faeries will drain your HP to 1 or your MP to zero, which is dangerous because you'll enter random battles in the town. If you don't need HP or MP, don't talk to any faeries except the one near the exit, who will open the staircase for you.







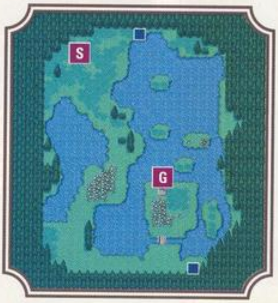


FRYING FLANS

Red Flans possess extremely high Defense. Use the Gauntlets to cast Bolt and defeat the group quickly without using any MP.

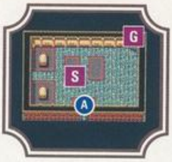
ASTOS'S END

The map to the right is the final resting place for the souls of your enemies. Some of them, including Astos, will want revenge, but they are very easy to defeat. Speak to all of them to open the exit.



HIDE 'N' SEEK

On the maps to the right, a girl will ask you to find her red-headed friend. Each door you enter will warp you to another door in town. Use the chart below to find your way to the boy and back.



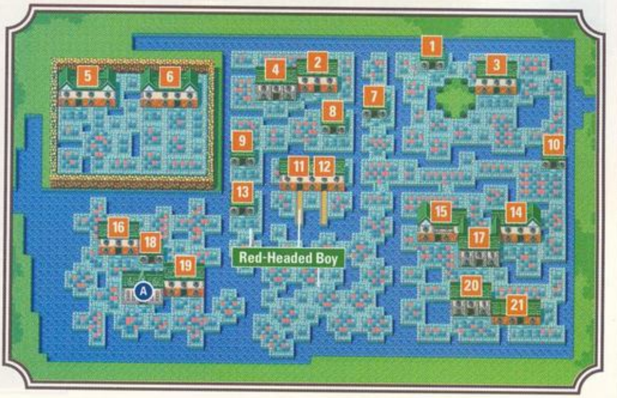
WARP BY NUMBER

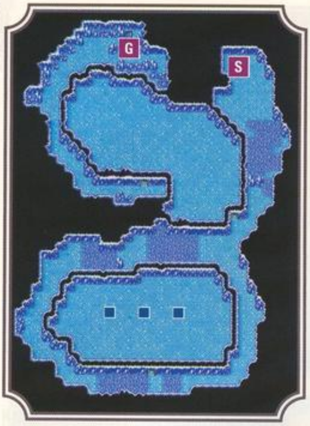
1 ▶ 20	7 ▶ 8	13 ▶ 16	19 ▶ 4
2 ▶ 14	8 ▶ 7	14 ▶ 6	20 ▶ 10
3 ▶ 11	9 ▶ 5	15 ▶ 21	21 ▶ 13
4 ▶ 15	10 ▶ 20	16 ▶ 19	
5 ▶ 9	11 ▶ 1	17 ▶ 20	
6 ▶ 15	12 ▶ 3	18 ▶ 12	

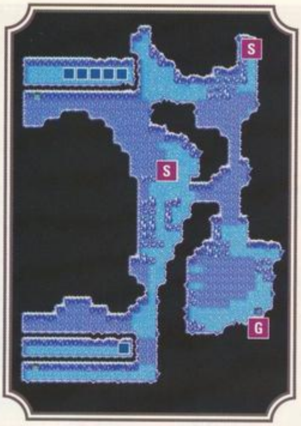
ROBOT GRAVEYARD

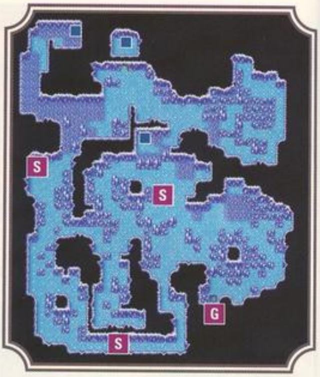
You obtain the Head Parts!

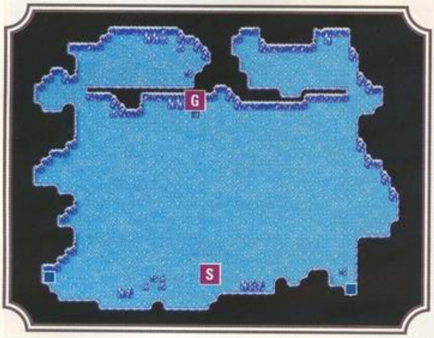
There is only one functioning robot on the map above. He'll ask you to find two parts to bring his friend back to life. Search the broken robots in town. The parts and their locations will change randomly, so you'll need to check every one until you find the components the working robot needs. Bring them back to him; he'll open the exit for you.



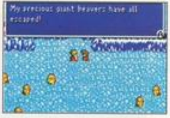






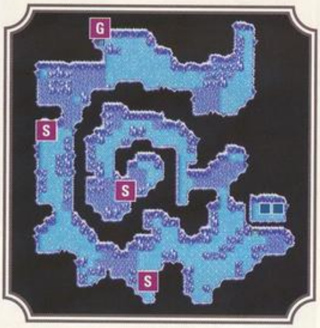


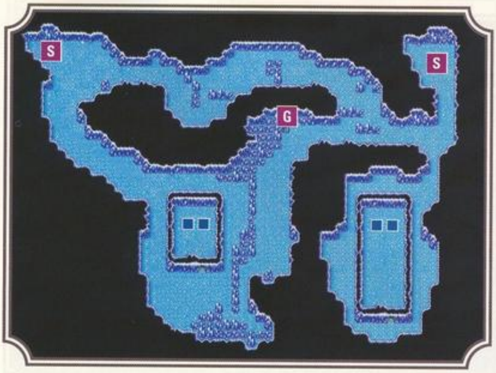
LEAVE IT TO BEAVER

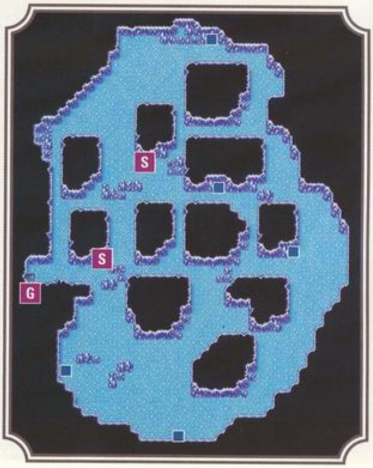


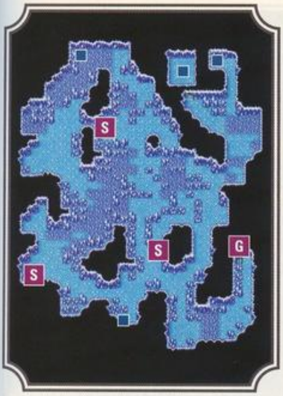
My precious giant beavers have all escaped!

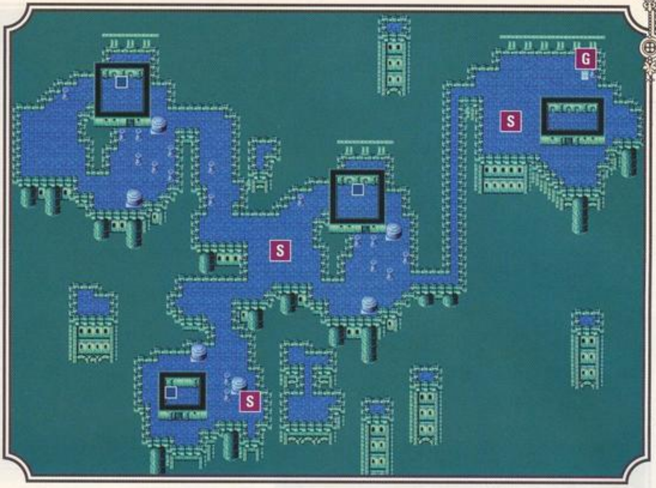
On the map to the left, speak with the old man who has lost control of his giant beavers. Follow his instructions and direct the appropriate number of beavers to each side of the area.







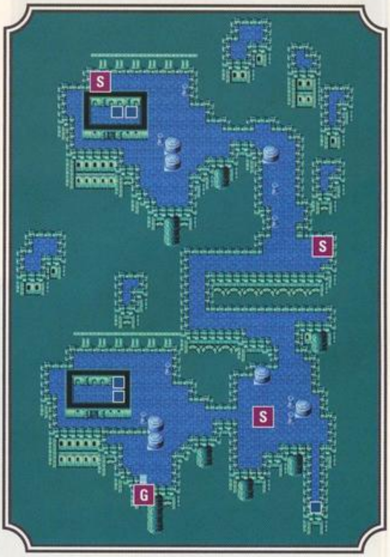


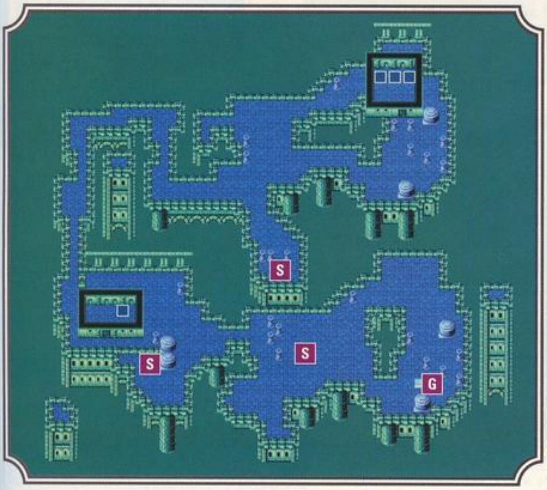


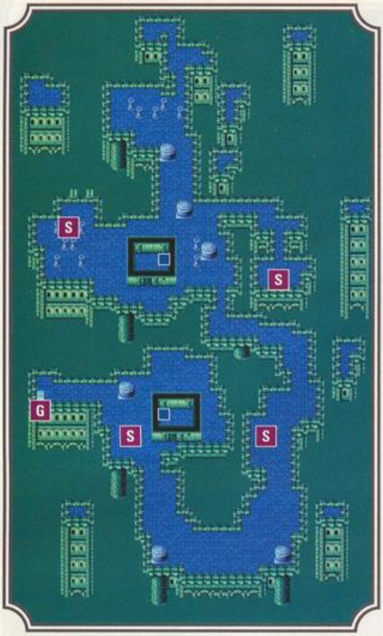
FEAR THE REAPER

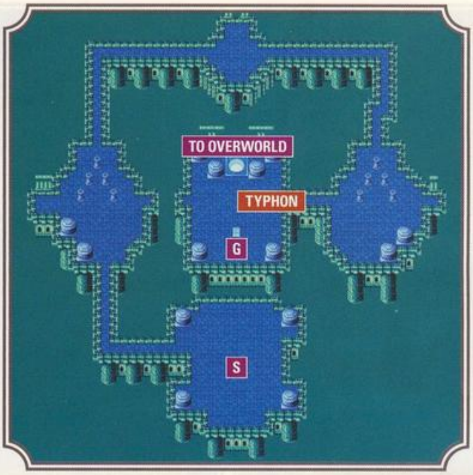
```
Reaper        4  Duke     870 / 999   610
                 Cal      993 / 999   548
                 Twilly   759 / 999   899
                 Zolo     903 / 909   879
```

You may encounter Reapers on some of the ice levels. They are much more powerful than most of the random enemies in Whisperwind Cove. Have one party member heal all your characters every round. Use the Giant's Gloves to cast Saber on a Knight or Ninja, then attack. Holy and Diaja will also be effective.









TYPHON

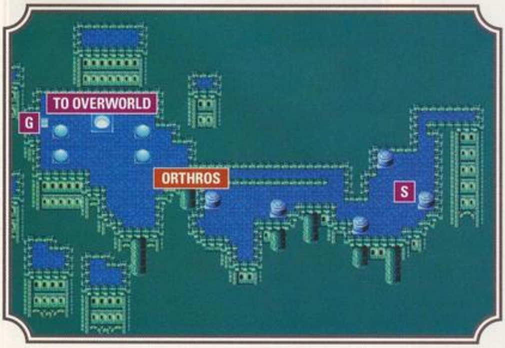
HP	ATK	GIL	EXP	TREASURE	WEAKNESS
10,000	70	0	0	Genji Helm	Ice

Typhon
Duke
Cal
Twilly
Zolo

Typhon is one of the easiest bosses you'll encounter in Whisperwind Cove. It is weak to Ice, but you'll probably be better off hitting it with the Judgment Staff and powered-up physical attacks than using up MP. Utilize healing items to recover lost health.

WIDE RANGE OF WEAPONRY

In Whisperwind Cove, you will come across many items that are exclusive to the area. Be sure to investigate the items within your inventory menu. Certain weapons and armor will increase your stats much more than weapons found anywhere else in the game.

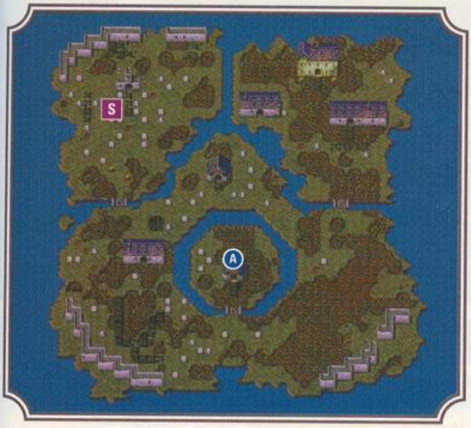


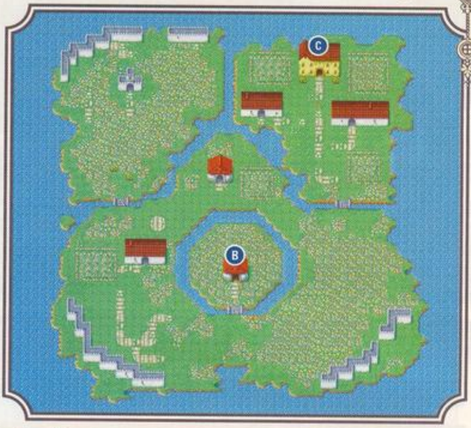
ORTHROS

HP	ATK	GIL	EXP	TREASURE	WEAKNESS
17,000	60	0	0	Rune Staff	Fire, Lightning

Orthros
Duke
Cal
Twilly
Zolo

Orthos is weak to Fire and Lightning, but bolstering your physical attacks with Haste and Saber will be much more effective than any spell. His Ink attack will usually miss, especially if your stats are high enough. Defeat him to collect the Rune Staff, a useful weapon that casts Healara when selected in the Items menu during battle.



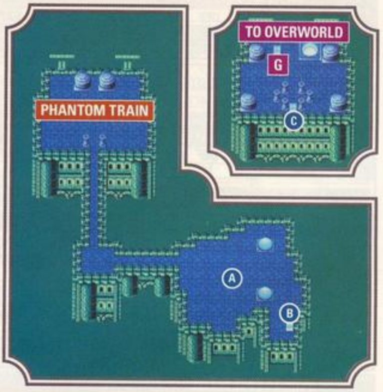


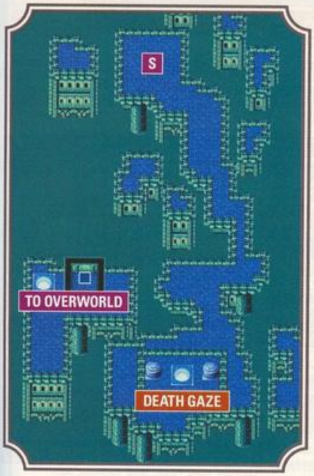
PHANTOM TRAIN

HP	ATK	GIL	EXP	TREASURE	WEAKNESS
9,999	200	0	0	Megalixir	Fire, Dia

Once you reach the map to the upper-left corner of this page, head to point A to face off with the Phantom Train. Beware of its strong physical attacks. Cast Curaja on damaged party members, and attack the Phantom Train with powered-up physical attacks, Flare and Holy.

2469
Phantom Train
Duke 807 / 999 610
Cat 812 / 999 533
Twilly 810 / 999 514
Zolo 909 / 909 789


TO OVERWORLD
G
C
PHANTOM TRAIN
A
B


S
TO OVERWORLD
DEATH GAZE

DEATH GAZE

HP	ATK	GIL	EXP	TREASURE	WEAKNESS
30,000	90	0	0	Lightbringer	Fire, Dia

Death Gaze will cast devastating spells, such as Kill, Dispel and Death. If your stats are high, however, the spells will surely miss. While keeping your party members in good health, beef up your fighters with Strength Tonic, Haste and Saber, and attack Death Gaze viciously. Flare and Holy will also do significant damage.

Death Gaze
Duke 775 / 999 610
Cat 937 / 999 566
Twilly 999 / 999 549
Zolo 909 / 909 566

THE ULTIMA WEAPON

After you've defeated Death Gaze, step onto the warp pad to enter the last area. There you will find a treasure chest that contains the Ultima Weapon, the most powerful sword in the game—by a very large margin.

THE BESTIARY

There are 195 enemies in Final Fantasy, each with its own abilities and weaknesses. The alphabetized list that spans the next seven pages will provide you with detailed stats for them all, including every boss. Enemies are numbered according to the in-game Bestiary.

UNDERSTANDING THE BESTIARY

Each enemy's name, bestiary number and the page number on which it first appears are listed in its title bar. An orange bar signifies that you can find further enemy details in a boss box within the walk-through of this player's guide.

CAGNAZZO #135 PG. 50

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
7,968	44	80	20	20	55	5	180	0	0	Light Curtain

① **WEAKNESS** Lightning ② **RESISTANCE** Quake, Time, Poison, Ice, Stone, Death

① **WEAKNESS**—Elemental attacks to which the enemy is vulnerable

② **RESISTANCE**—Elemental attacks to which the enemy is resistant

HP—Hit Points; the amount of life the enemy has
ATK—The enemy's physical attack power
ACC—Accuracy; the likelihood the monster's physical attack will connect
AGI—Agility; the enemy's speed in battle
EVA—Evasion; the enemy's chance of avoiding an attack
INT—Intelligence; the enemy's spell-casting ability
DEF—The enemy's defense against physical attacks
M. DEF—The enemy's defense against magic attacks
GIL—The amount of gil you will receive after defeating the enemy
EXP—The amount of experience you will earn after defeating the enemy
TREASURE—The specific item you will earn after defeating the enemy

2-HEADED DRAGON #132 PG. 48

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
4,500	60	50	50	30	10	30	50	0	0	Bard's Tunic

WEAKNESS None **RESISTANCE** Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

ABYSS WORM #147 PG. 47

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
2,500	95	120	30	10	10	40	200	1,500	4,000	Megalixir

WEAKNESS None **RESISTANCE** Quake

AHRIMAN #131 PG. 48

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
5,000	60	65	50	30	50	25	100	0	0	Dry Ether

WEAKNESS None **RESISTANCE** Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

AIR ELEMENTAL #110 PG. 37

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
358	53	62	4	72	40	144	130	807	1,614	Ether

WEAKNESS None **RESISTANCE** Quake, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep, Confusion, Death

ALLOSAURUS #83 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
480	65	133	10	30	10	60	200	502	3,387	Strength Tonic

WEAKNESS None **RESISTANCE** None

ANACONDA #36 PG. 13

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
80	22	20	10	18	11	36	56	50	165	None

WEAKNESS None **RESISTANCE** None

ANKHEG #50 PG. 21

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
222	39	56	20	24	10	48	116	300	1,194	None

WEAKNESS None **RESISTANCE** None

ASTOS #33 PG. 14

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
420	30	42	18	39	24	78	170	2,000	2,250	Mythril Sword

WEAKNESS None **RESISTANCE** None

ATOMOS #141 PG. 56

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
13,000	50	80	70	10	130	10	200	0	0	Judgment Staff

WEAKNESS None **RESISTANCE** Quake, Stone, Death, Time, Poison

BARBARICCIA #136 PG. 51

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
12,954	88	100	10	60	60	60	190	0	0	Braveheart

WEAKNESS None **RESISTANCE** Quake, Time, Poison, Lightning, Stone, Death

BARETTA #81 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
256	60	64	38	28	16	56	130	300	1,428	None

WEAKNESS None **RESISTANCE** None

BASILISK #82 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
196	30	54	20	12	12	24	91	658	1,977	Gold Needle

WEAKNESS None **RESISTANCE** None

BIGEYES #22 PG. 11

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
10	4	2	0	42	6	84	14	10	42	None

WEAKNESS Lightning **RESISTANCE** Quake, Fire

BLACK DRAGON #173 PG. 52

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,600	95	62	30	40	30	120	200	4,000	3,000	Lunar Curtain

WEAKNESS None **RESISTANCE** Quake, Lightning, Paralysis, Sleep, Confusion, Death, Fire, Ice, Darkness, Silence, Mind

BLACK FLAN #114 PG. 37

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
156	49	39	255	12	6	24	85	900	1,101	None

WEAKNESS Fire **RESISTANCE** Quake, Ice, Paralysis, Darkness, Silence, Mind, Lightning, Stone, Poison, Sleep, Confusion, Death

BLACK GOBLIN

#164 PG. 47

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
50	10	5	4	10	1	10	16	300	200	Potion

WEAKNESS None

RESISTANCE None

BLACK KNIGHT

#104 PG. 36

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
260	44	65	38	18	20	36	135	1,800	1,263	Deathbringer

WEAKNESS None

RESISTANCE None

BLACK WIDOW

#6 PG. 13

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
28	10	7	0	15	10	30	28	8	30	None

WEAKNESS None

RESISTANCE None

BLOOD TIGER

#159 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
213	22	40	16	60	20	45	90	100	300	None

WEAKNESS None

RESISTANCE None

BLOODBONES

#31 PG. 13

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
144	26	36	12	21	6	42	76	378	378	None

WEAKNESS Fire, Dia

RESISTANCE Ice, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep, Confusion, Death

BLOODY EYE

#161 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
720	100	130	80	30	75	25	160	2	2,000	Remedy

WEAKNESS None

RESISTANCE Quake

BLUE DRAGON

#107 PG. 52

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
454	92	86	20	48	28	96	200	2,000	3,274	None

WEAKNESS None

RESISTANCE Quake, Lightning

BLUE TROLL

#174 PG. 49

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
132	20	46	10	36	14	48	85	300	340	None

WEAKNESS Fire

RESISTANCE None

BONESNATCH

#171 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
500	45	60	12	50	15	42	81	800	500	None

WEAKNESS Fire, Dia

RESISTANCE Ice, Darkness, Silence, Mind, Paralysis, Sleep, Confusion, Death

BUCCANEER

#20 PG. 11

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
50	14	13	6	12	6	24	37	120	60	Saber

WEAKNESS None

RESISTANCE Quake

CAGNAZZO

#135 PG. 50

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
7,968	44	80	20	20	55	5	180	0	0	Light Curtain

WEAKNESS Lightning

RESISTANCE Quake, Time, Poison, Ice, Stone, Death

CATOBLEPAS

#182 PG. 47

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
200	30	60	20	30	20	45	100	800	1,500	Remedy

WEAKNESS None

RESISTANCE Quake, Lightning, Paralysis, Sleep, Confusion, Death, Fire, Ice, Darkness, Silence, Mind

CERBERUS

#130 PG. 48

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
4,000	40	60	50	50	40	50	60	0	0	Kotetsu

WEAKNESS None

RESISTANCE Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

CHAOS

#128 PG. 45

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
20,000	170	200	100	50	40	100	200	0	0	None

WEAKNESS None

RESISTANCE Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

CHIMERA

#105 PG. 36

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
300	30	60	20	36	24	72	130	2,500	2,064	None

WEAKNESS Ice

RESISTANCE Quake, Fire

CLAY GOLEM

#90 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
176	64	44	7	14	16	28	93	800	1,257	Potion

WEAKNESS None

RESISTANCE Fire, Ice, Paralysis, Darkness, Silence, Mind, Lightning, Stone, Poison, Sleep, Confusion, Death

COBRA

#13 PG. 12

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
56	6	14	6	15	6	30	46	50	123	None

WEAKNESS None

RESISTANCE None

COCKATRICE

#45 PG. 17

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
50	1	10	4	36	8	72	47	200	186	Gold Needle

WEAKNESS None

RESISTANCE Quake

CRAWLER

#28 PG. 13

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
84	1	21	8	21	5	42	51	200	186	None

WEAKNESS None

RESISTANCE None

CRAZYHORSE

#4 PG. 9

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
64	10	16	2	11	4	22	40	15	63	Potion

WEAKNESS None

RESISTANCE None

CROCODILE

#53 PG. 21

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
184	42	46	16	24	9	48	103	900	816	Cottage

WEAKNESS Lightning

RESISTANCE Quake, Fire

DARK ELEMENTAL

#179 PG. 49

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
200	66	72	20	33	74	25	120	780	1,500	None

WEAKNESS None

RESISTANCE Quake, Paralysis, Sleep, Confusion, Death, Fire, Darkness, Silence, Mind

DARK EYE

#160 PG. 52

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
450	45	76	20	30	5	72	156	2,000	555	None

WEAKNESS Lightning

RESISTANCE Quake, Fire

DARK FIGHTER

#117 PG. 37

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
200	40	45	38	45	34	90	186	3,420	3,420	None

WEAKNESS None

RESISTANCE None

DARK WIZARD

#74 PG. 25

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
105	26	27	40	39	24	78	170	1,095	1,095	Red Curtain

WEAKNESS None

RESISTANCE None

DARK WOLF

#187 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
360	30	60	25	100	45	70	50	75	300	White Fang

WEAKNESS None

RESISTANCE None

DEATH ELEMENTAL

#185 PG. 49

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
160	35	66	4	84	30	120	120	800	753	Zephyr Cape

WEAKNESS None

RESISTANCE Quake, Paralysis, Sleep, Confusion, Death, Fire, Darkness, Silence, Mind

DEATH EYE

#121 PG. 41

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
360	120	150	60	12	35	24	160	1	1	Elixir

WEAKNESS Fire, Dia

RESISTANCE Quake, Stone, Poison, Sleep, Confusion, Death, Ice, Paralysis, Darkness, Silence, Mind

DEATH GAZE

#145 PG. 65

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
30,000	90	200	150	95	50	30	220	0	0	Lightbringer

WEAKNESS Fire, Dia

RESISTANCE Quake, Time, Poison, Ice, Stone, Death

DEATH KNIGHT

#112 PG. 37

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
190	55	48	32	21	28	42	173	3,000	2,700	None

WEAKNESS None

RESISTANCE Stone, Poison, Sleep, Confusion, Death, Paralysis, Darkness, Silence, Mind

DEATH MACHINE
#118 PG. 39

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
2,000	128	200	80	48	50	96	200	32,000	32,000	Genji Armor

WEAKNESS None
RESISTANCE Quake, Lightning, Stone, Poison, Sleep, Confusion, Death, Fire, Ice, Paralysis, Darkness, Silence, Mind

DEATH MANTICORE
#158 PG. 52

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
243	22	40	12	90	40	82	90	1,200	800	None

WEAKNESS None
RESISTANCE None

DEEPEYES
#95 PG. 31

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
304	30	76	16	12	0	24	156	3,591	3,591	None

WEAKNESS Lightning
RESISTANCE Quake, Fire

DESERT BARETTA
#76 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
352	98	88	48	24	12	48	156	1	2,610	None

WEAKNESS None
RESISTANCE None

DESERTPEDE
#166 PG. 47

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
120	35	35	15	40	8	60	85	100	250	Antidote

WEAKNESS None
RESISTANCE None

DEVIL HOUND
#180 PG. 49

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
150	22	40	8	60	30	45	76	150	300	None

WEAKNESS None
RESISTANCE None

DEVIL WIZARD
#146 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
700	50	50	50	20	80	95	180	3,800	3,800	None

WEAKNESS None
RESISTANCE None

DRAGON ZOMBIE
#92 PG. 41

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
268	56	67	30	12	26	24	135	999	2,331	Megalixir

WEAKNESS Fire, Dia
RESISTANCE Quake, Stone, Poison, Sleep, Confusion, Death, Ice Paralysis, Darkness, Silence, Mind

DUEL KNIGHT
#168 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
520	60	58	50	49	41	55	140	4,300	1,200	Enhancer

WEAKNESS None
RESISTANCE Paralysis, Sleep, Confusion, Death, Darkness, Silence, Mind

EARTH ELEMENTAL
#41 PG. 17

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
288	66	72	20	9	18	18	130	768	1,536	Remedy

WEAKNESS Fire
RESISTANCE Quake, Ice, Paralysis, Darkness, Silence, Mind, Lightning, Stone, Poison, Sleep, Confusion, Death

EARTH MEDUSA
#113 PG. 37

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
96	11	24	12	36	24	72	70	1,218	1,218	None

WEAKNESS Fire
RESISTANCE Quake, Ice

EARTH PLANT
#177 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
675	35	86	60	19	20	24	170	300	4,440	Turbo Ether

WEAKNESS None
RESISTANCE None

EARTH TROLL
#175 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
566	50	56	45	25	14	48	100	542	1,200	None

WEAKNESS Fire
RESISTANCE None

ECHIDNA
#129 PG. 48

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
4,800	50	50	50	30	30	1	70	0	0	X-Potion

WEAKNESS None
RESISTANCE Quake, Lightning, Time, Paralysis, Darkness, Silence, Mind, Fire, Ice, Stone, Poison, Sleep, Confusion, Death

ELM GIGAS
#148 PG. 49

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
250	40	62	15	35	10	50	120	850	850	None

WEAKNESS None
RESISTANCE None

EVIL EYE
#75 PG. 26

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
162	30	42	30	6	20	12	92	3,225	3,225	None

WEAKNESS None
RESISTANCE Quake

FIRE ELEMENTAL
#60 PG. 22

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
276	50	69	20	21	20	42	130	800	1,620	None

WEAKNESS Ice
RESISTANCE Quake, Stone, Poison, Sleep, Confusion, Death, Fire, Paralysis, Darkness, Silence, Mind

FIRE GIGAS
#65 PG. 22

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
300	73	83	20	24	12	48	135	1,506	1,506	None

WEAKNESS Ice
RESISTANCE Fire

FIRE HYDRA
#61 PG. 22

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
182	20	46	14	18	16	36	103	400	1,215	Red Fang

WEAKNESS Ice
RESISTANCE Fire

FIRE LIZARD
#64 PG. 22

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
296	31	74	18	18	8	36	143	1,200	2,472	None

WEAKNESS Ice
RESISTANCE Fire

FLARE GIGAS
#149 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,050	80	80	30	40	12	50	150	2,000	2,000	Red Curtain

WEAKNESS None
RESISTANCE None

FLOOD GIGAS
#162 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
400	45	45	10	5	5	50	50	1,500	300	None

WEAKNESS None
RESISTANCE None

GARGOYLE
#30 PG. 17

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
80	12	20	8	23	11	45	53	80	132	None

WEAKNESS None
RESISTANCE Quake

GARLAND
#12 PG. 10

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
212	15	27	8	6	12	12	64	250	130	Longsword

WEAKNESS None
RESISTANCE None

GHAST
#24 PG. 12

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
56	8	14	10	23	2	46	40	117	117	None

WEAKNESS Fire, Dia
RESISTANCE Ice, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep, Confusion, Death

GHOST
#99 PG. 31

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
180	93	45	30	18	30	36	85	990	990	None

WEAKNESS Fire, Dia
RESISTANCE Quake, Stone, Poison, Sleep, Confusion, Death, Ice, Paralysis, Darkness, Silence, Mind

GHOUL
#11 PG. 16

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
48	8	12	6	6	1	12	36	50	93	None

WEAKNESS Fire, Dia
RESISTANCE Ice, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep, Confusion, Death

GIGAS WORM
#7 PG. 9

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
56	17	14	8	12	9	24	40	15	63	None

WEAKNESS Fire
RESISTANCE None

GILGAMESH
#138 PG. 56

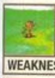
HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
8,888	70	110	50	20	20	10	220	0	0	Genji Gloves

WEAKNESS None
RESISTANCE Quake, Stone, Death, Time, Poison

GLOOM WIDOW
#167 PG. 47

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
71	8	18	20	44	12	24	40	520	140	Antidote

WEAKNESS None
RESISTANCE None

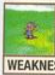


GOBLIN

#1 PG. 9

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
8	4	2	4	3	1	6	16	6	6	None

WEAKNESS None **RESISTANCE** None

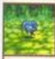


GOBLIN GUARD

#2 PG. 9

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
16	8	4	6	5	3	9	23	18	18	Potion

WEAKNESS None **RESISTANCE** None

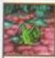


GRAY OOZE

#29 PG. 13

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
76	30	19	7	2	0	4	55	70	255	None

WEAKNESS Lightning **RESISTANCE** Quake, Ice, Paralysis, Darkness, Silence, Mind, Fire, Stone, Poison, Sleep, Confusion, Death

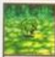


GREEN DRAGON

#108 PG. 41

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
352	72	68	16	48	24	96	200	5,000	4,068	None

WEAKNESS Ice **RESISTANCE** Quake

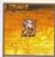


GREEN SLIME

#27 PG. 13

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
24	1	1	255	0	3	0	36	20	84	Hi-Potion

WEAKNESS Fire, Ice **RESISTANCE** Quake, Stone, Poison, Sleep, Confusion, Death, Lightning, Paralysis, Darkness, Silence, Mind

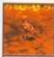


GUARDIAN

#106 PG. 36

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
200	25	50	40	36	24	72	110	400	1,224	None

WEAKNESS Lightning **RESISTANCE** Stone, Poison, Sleep, Confusion, Death, Paralysis, Darkness, Silence, Mind

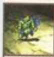


HELLHOUND

#63 PG. 36

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
192	30	48	8	24	13	48	103	600	1,182	None

WEAKNESS Ice **RESISTANCE** Fire

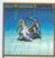


HILL GIGAS

#40 PG. 17

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
240	38	60	12	24	5	48	120	879	879	Tent

WEAKNESS None **RESISTANCE** None

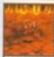


HOLY DRAGON

#155 PG. 52

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,374	100	88	50	62	45	96	200	5,055	5,505	Dry Ether

WEAKNESS None **RESISTANCE** Quake

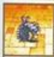


HORNED DEVIL

#58 PG. 22

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
94	10	24	32	36	17	72	127	387	387	None

WEAKNESS None **RESISTANCE** Quake, Ice, Fire

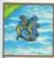


HUNDLEGS

#183 PG. 49

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
235	40	60	20	40	10	45	120	200	1,000	None

WEAKNESS None **RESISTANCE** Quake

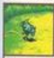


HYDRA

#57 PG. 21

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
212	30	53	14	18	14	36	116	150	915	None

WEAKNESS None **RESISTANCE** None

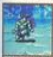


HYENADON

#37 PG. 16

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
120	22	30	4	24	8	48	76	72	288	Power Plus

WEAKNESS None **RESISTANCE** None

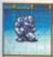


ICE GIGAS

#71 PG. 25

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
336	60	78	16	24	10	48	150	1,752	1,752	None

WEAKNESS Fire **RESISTANCE** Ice

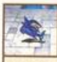


IRON GOLEM

#123 PG. 41

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
304	93	76	100	12	26	24	143	3,000	6,717	None

WEAKNESS None **RESISTANCE** Quake, Ice, Paralysis, Darkness, Silence, Mind, Fire, Stone, Poison, Sleep, Confusion, Death

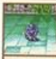


KILLER SHARK

#157 PG. 52

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,200	60	90	20	60	30	72	120	700	2,500	None

WEAKNESS Lightning **RESISTANCE** Quake, Paralysis, Sleep, Confusion, Death, Ice, Darkness, Silence, Mind

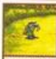


KING MUMMY

#87 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
188	43	47	24	12	24	24	95	1,000	984	None

WEAKNESS Fire, Dia **RESISTANCE** Ice, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep, Confusion, Death

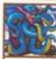


KNOCKER

#165 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
450	40	30	40	40	5	40	23	500	500	Hi-Potion

WEAKNESS None **RESISTANCE** None

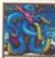


KRAKEN

#102 PG. 33

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,800	50	90	60	42	32	84	160	5,000	4,245	Kikuichimonji

WEAKNESS Lightning **RESISTANCE** Quake, Fire

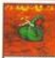


KRAKEN

#126 PG. 44

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
3,600	60	114	80	49	41	98	200	1	2,000	Eye Drops

WEAKNESS None **RESISTANCE** Quake, Fire

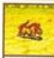


LAVA WORM

#62 PG. 22

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
280	50	70	31	2	12	4	143	400	1,671	None

WEAKNESS Ice **RESISTANCE** Quake, Fire

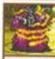


LESSER TIGER

#38 PG. 16

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
132	22	33	8	24	13	48	85	108	438	X-Potion

WEAKNESS None **RESISTANCE** None

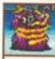


LICH

#49 PG. 19

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,200	40	49	40	12	30	24	120	3,000	2,200	Dry Ether

WEAKNESS Fire, Dia **RESISTANCE** Ice, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep, Confusion, Death

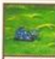


LICH

#124 PG. 42

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
2,800	50	64	80	24	34	48	140	1	2,000	None

WEAKNESS Dia **RESISTANCE** Ice, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep, Confusion, Death

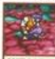


LIZARD

#16 PG. 10

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
92	18	23	12	12	3	24	55	50	153	None

WEAKNESS None **RESISTANCE** None

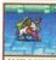


MAD OGRE

#152 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,000	75	40	40	20	3	60	50	1,000	1,000	Strength Tonic

WEAKNESS None **RESISTANCE** None

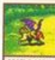


MAGE CHIMERA

#153 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
600	55	75	30	70	40	70	150	4,500	5,000	Hermes' Shoes

WEAKNESS Ice **RESISTANCE** Quake, Fire

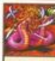


MANTICORE

#80 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
164	22	41	8	36	8	72	95	650	1,317	Tent

WEAKNESS None **RESISTANCE** Quake

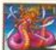


MARILITH

#67 PG. 23

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,440	40	63	50	24	32	48	183	3,000	2,475	Golden Apple

WEAKNESS Paralysis, Sleep, Confusion, Darkness, Silence, Mind **RESISTANCE** Fire, Stone, Lightning, Poison



MARILITH

#125 PG. 43

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
3,200	60	63	80	30	41	60	183	1	2,000	None

WEAKNESS None **RESISTANCE** Fire, Ice, Poison, Lightning, Stone

MEDUSA

#88 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
68	20	17	10	18	16	36	55	699	699	None

WEAKNESS None **RESISTANCE** None

MINDFLAYER

#70 PG. 25

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
112	1	28	12	24	26	48	187	999	822	Phoenix Down

WEAKNESS None **RESISTANCE** None

MINOTAUR

#39 PG. 17

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
164	22	41	4	24	8	48	95	489	489	Knife

WEAKNESS None **RESISTANCE** None

MINOTAUR ZOMBIE

#86 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
224	40	56	14	18	1	36	116	1,050	1,050	Great Axe

WEAKNESS Fire, Dia **RESISTANCE** Ice, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep, Confusion, Death

MUMMY

#34 PG. 15

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
80	30	20	20	12	16	24	60	300	300	None

WEAKNESS Fire, Dia **RESISTANCE** Ice, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep, Confusion, Death

MYTHRIL GOLEM

#156 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
848	84	85	160	13	15	20	170	6,000	6,000	Dark Claymore

WEAKNESS None **RESISTANCE** Quake, Lightning, Paralysis, Sleep, Confusion, Death, Fire, Ice, Darkness, Silence, Mind

NEOCHU

#56 PG. 21

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
344	35	86	32	12	20	24	170	500	3,189	None

WEAKNESS None **RESISTANCE** None

NIGHTMARE

#91 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
200	30	50	24	66	20	132	100	700	1,272	None

WEAKNESS Ice **RESISTANCE** Quake, Stone, Poison, Sleep, Confusion, Death, Fire, Paralysis, Darkness, Silence, Mind

OCHRE JELLY

#44 PG. 17

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
76	32	19	6	3	3	6	55	70	252	None

WEAKNESS Fire, Ice **RESISTANCE** Quake, Stone, Poison, Sleep, Confusion, Death, Lightning, Paralysis, Darkness, Silence, Mind

OCHU

#55 PG. 21

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
208	20	52	24	12	18	24	116	102	1,224	None

WEAKNESS Lightning **RESISTANCE** Quake, Fire

OGRE

#14 PG. 10

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
100	18	25	10	9	4	18	65	195	195	None

WEAKNESS None **RESISTANCE** None

OGRE CHIEF

#15 PG. 12

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
132	23	33	14	15	6	30	71	300	282	None

WEAKNESS None **RESISTANCE** None

OGRE MAGE

#47 PG. 17

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
144	23	36	10	27	12	54	80	723	723	Eye Drops

WEAKNESS None **RESISTANCE** Quake

OMEGA

#139 PG. 56

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
35,000	115	200	190	76	40	95	220	0	0	Murasame

WEAKNESS Lightning **RESISTANCE** Quake, Ice, Stone, Poison, Sleep, Confusion, Death, Fire, Time, Paralysis, Darkness, Silence, Mind

ORTHROS

#143 PG. 64

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
17,000	60	80	40	30	20	0	180	0	0	Rune Staff

WEAKNESS Fire, Lightning **RESISTANCE** Quake, Time, Poison, Ice, Stone, Death

PHANTOM TRAIN

#144 PG. 65

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
9,999	200	50	80	30	40	0	180	0	0	Megalixir

WEAKNESS Fire, Dia **RESISTANCE** Quake, Stone, Death, Time, Poison

PHARAOH

#170 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,220	75	67	44	45	18	24	92	1,542	1,542	Asura

WEAKNESS Fire, Dia **RESISTANCE** Ice, Darkness, Silence, Mind, Paralysis, Sleep, Confusion, Death

PIRANHA

#51 PG. 21

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
92	22	23	0	36	10	72	68	20	240	None

WEAKNESS Lightning **RESISTANCE** Quake, Fire

PIRATE

#17 PG. 11

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
24	10	2	0	6	3	12	35	40	40	Leather Shield

WEAKNESS None **RESISTANCE** None

PISCODEMON

#32 PG. 14

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
84	30	21	16	33	18	66	98	300	276	None

WEAKNESS None **RESISTANCE** Fire, Stone, Poison, Sleep, Confusion, Ice, Paralysis, Darkness, Silence, Mind

POISON EAGLE

#163 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
200	30	60	5	77	36	100	52	555	500	Cockatrice Claw

WEAKNESS None **RESISTANCE** None

POISON NAGA

#176 PG. 49

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
232	6	68	8	65	65	45	120	960	960	None

WEAKNESS None **RESISTANCE** None

PROTOTYPE

#194 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,500	85	70	45	60	60	80	150	1,000	2,000	Rune Axe

WEAKNESS Lightning **RESISTANCE** Quake, Ice, Darkness, Silence, Mind, Fire, Paralysis, Sleep Confusion, Death

PURPLE WORM

#122 PG. 41

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
448	65	112	10	18	24	36	200	1,000	4,344	Emergency Exit

WEAKNESS None **RESISTANCE** Quake

PYROLISK

#59 PG. 22

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
44	20	11	4	36	15	72	45	500	423	Gold Needle

WEAKNESS Ice **RESISTANCE** Quake, Fire

PYTHON

#191 PG. 49

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
85	22	24	15	15	10	40	50	150	200	Antidote

WEAKNESS None **RESISTANCE** None

RAKSHASA

#89 PG. 37

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
110	20	28	30	30	15	60	62	800	603	None

WEAKNESS None **RESISTANCE** Quake, Lightning, Stone, Poison, Sleep, Confusion, Death, Fire, Ice Paralysis, Darkness, Silence, Mind

REAPER

#190 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
350	90	50	20	40	55	60	200	1,000	1,000	Deathbringer

WEAKNESS Fire, Dia **RESISTANCE** Quake, Paralysis, Sleep, Confusion, Death, Ice, Darkness, Silence, Mind

RED DRAGON

#66 PG. 22

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
248	75	62	30	48	20	96	200	4,000	2,904	None

WEAKNESS Ice, Stone, Poison **RESISTANCE** Quake, Fire

RED FLAN

#193 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
390	50	39	255	60	50	20	80	500	1,110	None

WEAKNESS Fire, Ice **RESISTANCE** Quake, Paralysis, Sleep, Confusion, Death, Lightning, Darkness, Silence, Mind

RED PIRANHA
#52 PG. 21

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
172	37	43	20	36	13	72	83	46	546	None

WEAKNESS None
RESISTANCE None

REMORAZZ
#73 PG. 25

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
320	73	80	24	24	15	48	185	1,000	2,244	None

WEAKNESS None
RESISTANCE Fire, Ice

REVENANT
#195 PG. 52

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
68	20	13	15	30	3	42	45	250	250	None

WEAKNESS Fire, Dia
RESISTANCE Quake, Paralysis, Sleep, Confusion, Death, Ice, Darkness, Silence, Mind

RHYOS
#120 PG. 41

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
350	40	70	18	30	30	60	143	5,000	4,584	Power Staff

WEAKNESS Ice
RESISTANCE Quake, Fire

ROCK GARGOYLE
#188 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
337	30	60	72	67	12	72	130	50	120	None

WEAKNESS None
RESISTANCE Quake

RUBICANTE
#137 PG. 51

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
15,000	88	150	40	50	65	30	220	0	0	Kikuichimonji

WEAKNESS None
RESISTANCE Quake, Ice, Stone, Death, Fire, Time, Poison

SABERTOOTH
#77 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
200	24	50	8	21	18	42	106	500	843	None

WEAKNESS None
RESISTANCE None

SAHAGIN
#18 PG. 11

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
28	10	7	4	36	4	72	28	30	30	Potion

WEAKNESS Lightning
RESISTANCE Quake, Fire

SAHAGIN CHIEF
#19 PG. 11

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
64	15	16	8	39	7	78	46	105	105	None

WEAKNESS Lightning
RESISTANCE Quake, Fire

SAHAGIN PRINCE
#93 PG. 31

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
204	47	51	20	48	15	96	101	882	882	None

WEAKNESS Lightning
RESISTANCE Quake, Fire

SAHAGIN QUEEN
#189 PG. 49

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
100	30	30	15	50	50	80	80	500	500	Blue Curtain

WEAKNESS Lightning
RESISTANCE Quake, Fire

SAND WORM
#85 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
200	46	50	14	31	18	62	103	900	2,683	None

WEAKNESS None
RESISTANCE Quake

SCARMIGLIONE
#133 PG. 51

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
4,000	19	50	10	10	160	10	140	0	0	None

WEAKNESS None
RESISTANCE Quake, Stone, Death, Time, Poison

SCARMIGLIONE
#134 PG. 51

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
7,046	46	40	20	10	100	10	140	0	0	Lunar Curtain

WEAKNESS Fire, Dia
RESISTANCE Quake, Time, Poison, Ice, Stone, Death

SCORPION
#25 PG. 10

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
84	22	21	10	27	6	54	55	70	225	Spider's Silk

WEAKNESS None
RESISTANCE None

SEA SCORPION
#97 PG. 31

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
148	35	37	18	30	11	60	85	300	639	None

WEAKNESS Lightning
RESISTANCE Quake, Fire

SEA SNAKE
#96 PG. 31

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
224	35	56	12	24	21	48	116	600	957	None

WEAKNESS Lightning
RESISTANCE Quake, Fire

SEA TROLL
#98 PG. 31

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
216	40	54	20	24	10	48	110	852	852	None

WEAKNESS Lightning
RESISTANCE Quake

SEKHRET
#181 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,400	110	70	25	30	5	60	116	1,300	1,300	War Hammer

WEAKNESS None
RESISTANCE None

SHADOW
#26 PG. 13

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
50	10	13	0	18	12	36	37	45	90	None

WEAKNESS Fire, Dia
RESISTANCE Quake, Stone, Poison, Sleep, Confusion, Death, Ice, Paralysis, Darkness, Silence, Mind

SHARK
#21 PG. 11

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
120	22	30	0	36	8	72	70	66	267	None

WEAKNESS Lightning
RESISTANCE Quake, Fire

SHINRYU
#140 PG. 56

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
35,000	220	200	60	87	70	20	220	0	0	Ragnarok

WEAKNESS None
RESISTANCE Quake, Stone, Death, Time, Poison

SILVER DRAGON
#172 PG. 49

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
200	53	50	10	40	15	86	180	2,000	1,800	None

WEAKNESS None
RESISTANCE Quake, Lightning, Paralysis, Sleep, Confusion, Death, Fire, Ice, Darkness, Silence, Mind

SKELETON
#5 PG. 9

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
10	10	2	0	6	0	12	17	3	9	Echo Grass

WEAKNESS Fire, Dia
RESISTANCE Ice, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep, Confusion, Death

SKULDIER
#192 PG. 47

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
120	25	35	6	10	10	35	42	80	133	None

WEAKNESS Fire, Dia
RESISTANCE Ice, Darkness, Silence, Mind, Paralysis, Sleep, Confusion, Death

SOLDIER
#115 PG. 37

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
400	102	90	48	48	28	96	160	2,000	4,000	Phoenix Down

WEAKNESS Lightning
RESISTANCE Quake, Ice, Paralysis, Darkness, Silence, Mind, Fire, Stone, Poison, Sleep, Confusion, Death

SPECTER
#72 PG. 25

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
114	40	29	12	54	25	108	67	432	432	None

WEAKNESS Fire, Dia
RESISTANCE Quake, Stone, Poison, Sleep, Confusion, Death, Ice, Paralysis, Darkness, Silence, Mind

SPHINX
#48 PG. 17

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
228	23	57	12	60	32	120	115	1,160	1,160	None

WEAKNESS None
RESISTANCE Quake

SPIRIT NAGA
#111 PG. 37

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
420	7	88	16	24	32	48	143	4,000	3,489	None

WEAKNESS None
RESISTANCE None

SQUIDRAKEN
#169 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
480	40	44	32	55	78	77	160	888	888	Sage's Staff

WEAKNESS None
RESISTANCE Fire, Paralysis, Sleep, Confusion, Ice, Darkness, Silence, Mind

STONE GOLEM

#109 PG. 37

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
200	70	50	16	12	21	24	110	1,000	2,385	None

WEAKNESS None

RESISTANCE Quake, Lightning, Stone, Poison, Sleep, Confusion, Death, Fire, Ice, Paralysis, Darkness, Silence, Mind

TARANTULA

#23 PG. 10

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
64	5	16	12	12	3	24	46	50	141	None

WEAKNESS None

RESISTANCE None

TIAMAT

#119 PG. 39

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
2,400	53	80	80	36	45	72	200	6,000	5,496	None

WEAKNESS Stone, Poison

RESISTANCE Quake, Lightning, Fire, Ice

TIAMAT

#127 PG. 44

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
5,500	75	85	90	45	38	90	200	1	2,000	Rune Staff

WEAKNESS None

RESISTANCE Quake, Lightning, Fire, Ice

TROLL

#42 PG. 17

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
184	24	46	12	24	6	48	100	621	621	None

WEAKNESS Fire

RESISTANCE None

TYPHON

#142 PG. 64

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
10,000	70	70	100	10	40	0	190	0	0	Genji Helm

WEAKNESS Ice

RESISTANCE Quake, Time, Poison, Fire, Stone, Death

TYRANNOSAUR

#103 PG. 35

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
600	115	144	10	30	24	60	200	600	7,200	Giant's Tonic

WEAKNESS None

RESISTANCE None

UNDERGROUNDER

#184 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
690	75	85	50	40	35	45	190	1,300	2,500	Gaia Gear

WEAKNESS None

RESISTANCE Quake, Paralysis, Sleep, Confusion, Death, Lightning, Darkness, Silence, Mind

UNICORN

#150 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
150	20	35	8	50	50	33	80	300	500	Ether

WEAKNESS Ice

RESISTANCE Quake, Paralysis, Sleep, Confusion, Death, Fire, Darkness, Silence, Mind

VAMPIRE

#46 PG. 18

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
280	76	39	26	36	26	72	75	2,000	1,200	None

WEAKNESS Fire, Dia

RESISTANCE Quake, Stone, Poison, Sleep, Confusion, Death, Ice, Paralysis, Darkness, Silence, Mind

VAMPIRE LORD

#116 PG. 37

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
300	90	42	28	36	34	72	84	3,000	2,385	Hermes' Shoes

WEAKNESS Fire, Dia

RESISTANCE Quake, Stone, Poison, Sleep, Confusion, Death, Ice, Paralysis, Darkness, Silence, Mind

WARG WOLF

#8 PG. 10

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
72	14	18	0	27	3	54	46	22	93	Antidote

WEAKNESS None

RESISTANCE None

WATER ELEMENTAL

#100 PG. 31

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
300	69	68	20	36	32	72	130	800	1,962	None

WEAKNESS Ice

RESISTANCE Quake, Stone, Poison, Sleep, Confusion, Death, Fire, Paralysis, Darkness, Silence, Mind

WATER NAGA

#101 PG. 31

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
356	9	71	8	36	25	72	116	2,355	2,355	None

WEAKNESS Lightning

RESISTANCE Quake, Fire

WERETIGER

#84 PG. 36

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
160	30	40	16	24	8	48	93	780	780	Sleeping Bag

WEAKNESS None

RESISTANCE None

WEREWOLF

#9 PG. 10

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
68	14	17	6	21	8	42	45	67	135	None

WEAKNESS None

RESISTANCE None

WHITE CROC

#54 PG. 21

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
288	56	72	20	24	16	48	143	2,000	1,890	Hi-Potion

WEAKNESS Lightning

RESISTANCE Quake, Fire

WHITE DRAGON

#68 PG. 25

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
200	53	50	8	60	25	120	196	2,000	1,701	None

WEAKNESS Fire, Lightning

RESISTANCE Quake, Stone, Ice, Poison

WHITE SHARK

#94 PG. 31

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
344	50	86	8	36	16	72	170	600	2,361	Wyrmkiller

WEAKNESS Lightning

RESISTANCE Quake, Fire

WIGHT

#43 PG. 17

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
52	20	13	12	21	3	42	45	150	150	None

WEAKNESS Fire, Dia

RESISTANCE Ice, Paralysis, Darkness, Silence, Mind, Stone, Poison, Sleep, Confusion, Death

WILD NAKK

#186 PG. 47

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
80	15	20	20	80	40	40	30	60	240	White Fang

WEAKNESS None

RESISTANCE None

WINTER WOLF

#69 PG. 25

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
92	25	23	0	27	12	54	55	200	402	Ice Shield

WEAKNESS Fire

RESISTANCE Ice

WOLF

#3 PG. 9

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
20	8	5	0	18	1	36	28	6	24	None

WEAKNESS None

RESISTANCE None

WRAITH

#35 PG. 15

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
86	22	22	4	45	18	90	52	231	231	Crosier

WEAKNESS Fire, Dia

RESISTANCE Quake, Stone, Poison, Sleep, Confusion, Death, Ice, Paralysis, Darkness, Silence, Mind

WYRM

#79 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
260	40	65	22	30	24	60	131	502	1,218	None

WEAKNESS None

RESISTANCE Quake

WYVERN

#78 PG. 27

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
212	30	53	12	48	16	96	115	50	1,173	None

WEAKNESS None

RESISTANCE Quake

YAMATANO OROCHI

#178 PG. 57

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
1,068	50	60	42	45	47	36	180	800	4,050	Braveheart

WEAKNESS None

RESISTANCE Quake, Lightning, Paralysis, Sleep, Confusion, Death, Fire, Ice, Darkness, Silence, Mind

YELLOW DRAGON

#154 PG. 52

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
500	50	68	16	32	30	96	200	3,000	2,400	Lunar Curtain

WEAKNESS None

RESISTANCE Quake

YELLOW OGRE

#151 PG. 49

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
150	25	30	15	10	5	23	60	250	300	None

WEAKNESS None

RESISTANCE None

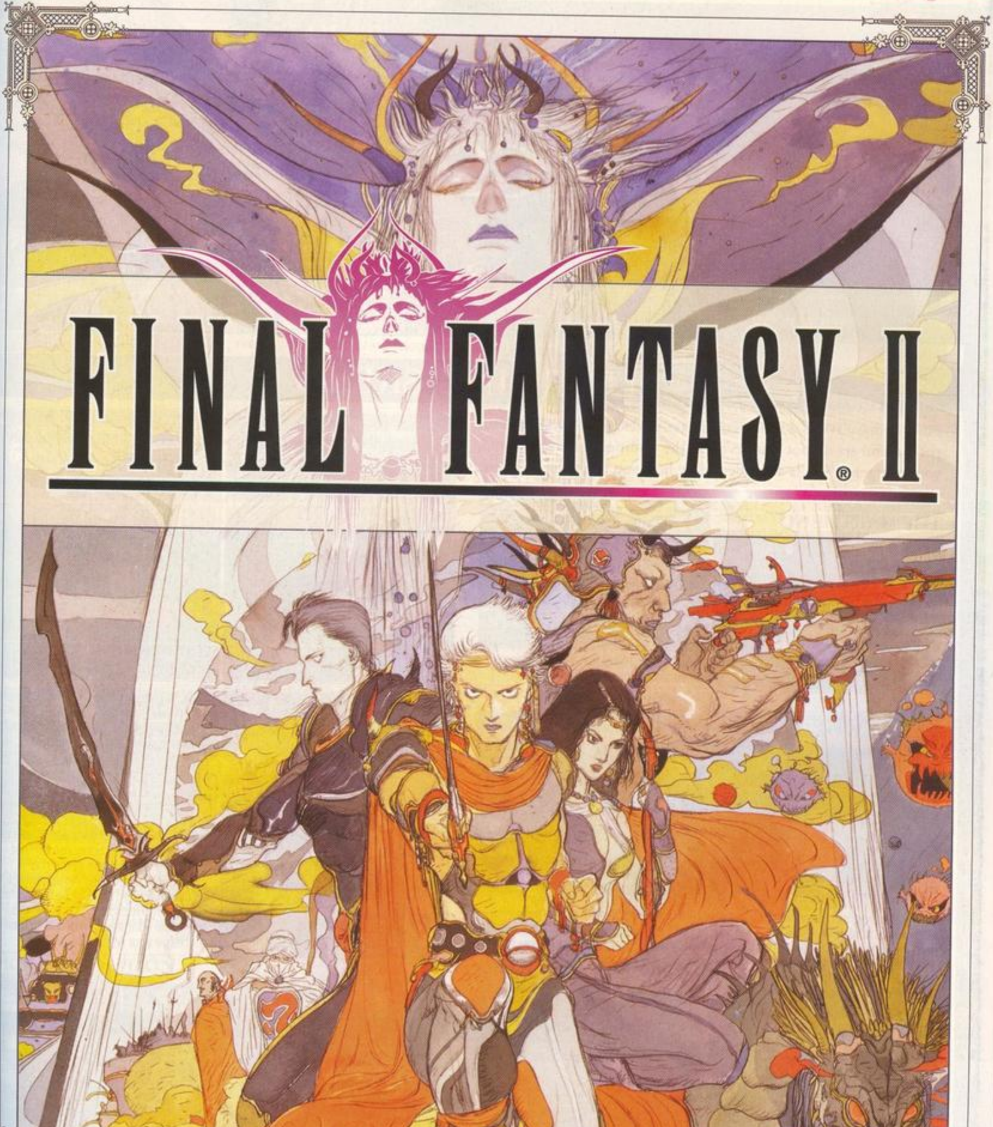
ZOMBIE

#10 PG. 13

HP	ATK	ACC	DEF	AGI	INT	EVA	M. DEF	GIL	EXP	TREASURE
20	10	5	0	3	0	6	25	12	24	Staff

WEAKNESS Fire, Dia

RESISTANCE Quake, Stone, Poison, Sleep, Confusion, Death, Ice, Paralysis, Darkness, Silence, Mind


FINAL FANTASY® II

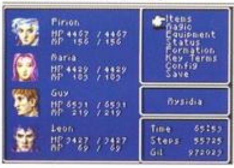
GAME BASICS

The world of Final Fantasy II is fraught with peril—development of a balanced and flexible group is important to your long-term success. Your party will change many times during the journey—know each character's strengths and weaknesses well to make each party member as valuable as possible.

LEARNING SKILLS

Final Fantasy II has a unique character-development system. Your party members do not gain levels in the traditional sense; instead, your characters' skills are reflected by how you use them in battle. For example, a character that focuses on magic use will naturally develop skills necessary to improve his casting ability, and a player who takes a lot of damage will develop better defensive traits.

THE MAIN MENU



Firion
HP 4467 / 4467
MP 156 / 156
Maria
HP 4429 / 4429
MP 183 / 183
Guy
HP 6531 / 6531
MP 219 / 219
Leon
HP 3427 / 3427
MP 69 / 69

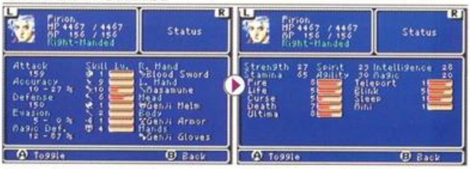
Items
Magic
Equipment
Status
Formation
Key Terms
Config
Save

Mysidia

Time 65:53
Steps 55725
Gil 972023

Press Start to view the main menu. Virtually all interactions among your characters happen from this screen, including using items, learning spells and casting them on each other, and equipping weapons and armor. Also check the main menu to remember what key terms your party has learned, and to save the game. The menu is accessible only outside of battle.

BATTLEWORTHY



Firion
HP 4467 / 4467
MP 156 / 156
Right-Handed
Status

Attack 159
Accuracy 10 - 27 %
Defense 150
Evasion 5 - 0 %
Magic Def. 12 - 67 %

Skill Lv. 1, 9, 10, 6, 1, 2, 1, 4

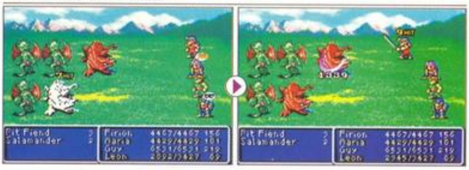
R. Hand
Blood Sword
L. Hand
Masamune
Head
Genji Helm
Body
Genji Armor
Hands
Genji Gloves

Strength 27 Spirit 23 Intelligence 28
Stamina 65 Agility 30 Magic 20
Fire 6
Life 5
Curse 5
Death 7
Ultima 6
Teleport 1
Blink 5
Sleep 1
Mini 1

Ⓐ Toggle Ⓑ Back

The Status screen provides an overview of a character's statistics. It shows attributes such as Attack and Evasion, as well as a character's proficiency with each weapon type. The Status screen also displays your character's handedness and all of the weapons and armor he currently has equipped. Tap the A Button to view other attributes such as Strength and Agility, as well as a list of all the learned spells and how powerful they are.

DURING BATTLE

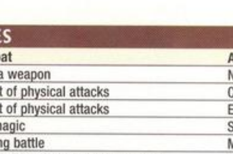


Pit Fiend 3
Salamander 2
Firion 4467/4467 156
Maria 4429/4429 181
Guy 6531/6531 219
Leon 2892/3427 69

Pit Fiend 3
Salamander 2
Firion 4467/4467 156
Maria 4429/4429 181
Guy 6531/6531 219
Leon 2345/3427 69

Characters improve their skills and attributes in battle by using weapons, casting spells or being attacked. Weapon and spell expertise, as well as offensive statistics such as Strength and Accuracy, increase every time a weapon is used. Skills such as Defense and Agility increase when a player is attacked.

OUTSIDE OF BATTLE



Firion
HP 4467 / 4467
MP 156 / 156
Maria
HP 1841 / 4429
MP 139 / 183
Guy
HP 6531 / 6531
MP 83 / 219
Leon
HP 2696 / 3427
MP 0 / 69

Magic
Maria
Cure
16
MP Cost 16
Restores HP.

You can increase your spell proficiency outside of battle, as well. Instead of using items to heal your party, use the Cure spell—it will consume MP, but the more you use the spell, the stronger it'll become. An advantage to using Cure outside of battle is that inns charge less to restore MP than HP—heal your party with Cure, then recharge your MP at the inn.

ATTRIBUTES CHART

Character attributes grow proportionally to the actions a character takes during battle—someone who casts a lot of spells will increase magic effectiveness and maximum MP faster than a party member who relies on weapons, but his Strength and Accuracy will not improve as fast. The table to the right shows how in-combat actions affect each attribute and ability.

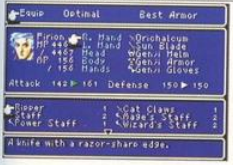
CHARACTERS ATTRIBUTES

Attribute	Action in Combat	Abilities Affected
Accuracy	Attacking with a weapon	Number and precision of attacks
Agility	Being the target of physical attacks	Chance of getting a preemptive strike
Evasion	Being the target of physical attacks	Evasion of physical attacks
Intelligence	Casting black magic	Success rate and potency of black magic
Magic	Losing MP during battle	Max MP
Magic Defense	Being the target of spells and special attacks	Evasion of special attacks
Spirit	Casting white magic	Success rate and potency of white magic
Stamina	Losing HP during battle	Max HP
Strength	Attacking	Accuracy and potency of physical attacks

◈ PREPARING FOR BATTLE ◈

Battles are the heart of game progress and character development. If you do not realize the full extent of your party's capabilities in battle, you will be in a lot of trouble later in the game, when you'll have to focus on exploiting an opponent's weaknesses while it does the same to you. Study the tips below so you'll be well-prepared when the time comes.

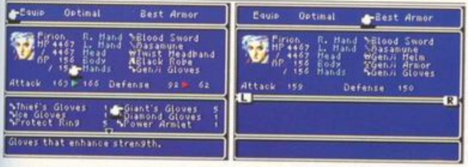
CHOOSING EQUIPMENT


Equip Optimal Best Armor
Firion
HP 4467 / 4467
MP 156 / 156
R. Hand Orichalcum
L. Hand Sun Blade
Head Genji Helm
Body Genji Armor
Hands Genji Gloves
Attack 142 ▶ 161 Defense 150 ▶ 150
Ripper 1
Staff 2
Power Staff 1
Cat Claws 1
Mage's Staff 2
Wizard's Staff 2

A knife with a razor-sharp edge.

You can either equip the items you think are best for your characters, or you can choose Optimal to have your characters equipped with the weapons and armor the game sees as the best fit. Choose Best Armor to have the game assign the best defensive equipment available, without regard to the strengths and weaknesses of your character's weapons.

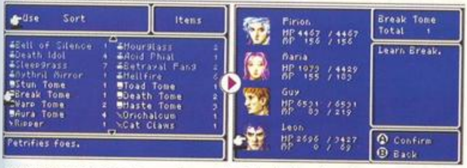
EQUIPPING ARMOR


Equip Optimal Best Armor
Firion
HP 4467 / 4467
MP 156 / 156
R. Hand Blood Sword
L. Hand Masamune
Head Twist Headband
Body Black Robe
Hands Genji Gloves
Attack 163 ▶ 166 Defense 92 ▶ 62
Thief's Gloves 1
Ice Gloves 1
Protect Ring 5
Giant's Gloves 5
Diamond Gloves 1
Power Armlet 1
Equip Optimal Best Armor
Firion
HP 4467 / 4467
MP 156 / 156
R. Hand Blood Sword
L. Hand Masamune
Head Genji Helm
Body Genji Armor
Hands Genji Gloves
Attack 159 Defense 150
L
R

Gloves that enhance strength.

Skew your armor distribution toward the characters that need the most protection, such as those with low Defense or HP. Back-row characters need less armor because they will not be hit as frequently by physical attacks. Use the L and R Buttons on the Equipment screen to compare character setups.

EQUIPPING SPELLS

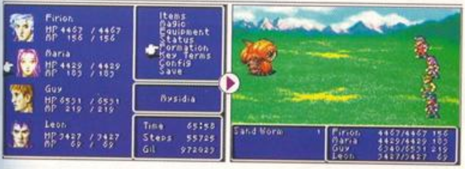

Use Sort
Items
Bell of Silence 1
Death Idol 4
Sleepgrass 7
Mythril Mirror 1
Stun Tome 1
Break Tome 1
Warp Tome 2
Aura Tome 4
Ripper 1
Hourglass 2
Acid Phial 1
Betrayal Fang 2
Hellfire 6
Toad Tome 1
Death Tome 2
Haste Tome 3
Orichalcum 1
Cat Claws 1
Firion
HP 4467 / 4467
MP 156 / 156
Maria
HP 1073 / 4429
MP 155 / 183
Guy
HP 6531 / 6531
MP 83 / 219
Leon
HP 2696 / 3427
MP 0 / 69
Break Tome
Total 1
Ⓐ Confirm
Ⓑ Back

Petrifies foes.

Learn Break.

Any party member can learn and use spells in battle, but since the strength of white spells is measured by a different statistic than that of black spells (Spirit and Intelligence, respectively), it's best to teach each character only one spell type. For instance, if you have a character focus entirely on white magic, his Spirit will become stronger much faster, and the white spells will become stronger.

PICK A FORMATION


Firion
HP 4467 / 4467
MP 156 / 156
Maria
HP 4429 / 4429
MP 183 / 183
Guy
HP 6531 / 6531
MP 219 / 219
Leon
HP 3427 / 3427
MP 69 / 69
Items
Magic
Equipment
Status
Formation
Key Terms
Config
Save
Mysidia
Time 65:58
Steps 55725
Gil 972023
Sand Worm 1
Firion 4467/4467 156
Maria 4429/4429 183
Guy 6340/6531 219
Leon 3427/3427 69

Choose to have party members stand in the front or back line during battle; at least one character must be in the front row at all times. A back-row fighter cannot be hit by a physical attack, but can attack enemies only with magic and with bow weapons. Put magic users in the back row so they cannot be damaged, but can still volley spells at enemies.

THE BATTLEFIELD

Pit Fiend 6
Firion 4467/4532 156
Maria 4429/4429 183
Guy 6267/6531 219
Leon 3275/3427 69

Preemptive strike!

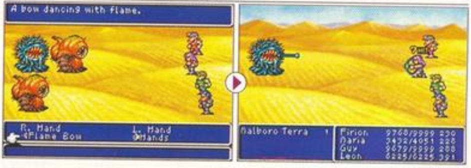
Random battles are common in both the overworld and in dungeons. Most of the time, the battle will start on neutral footing—sometimes enemies will ambush you, attacking before you can decide your course of action. Other times, you will get a preemptive strike, a free round of attacks before the enemy makes a move.

CASTING SPELLS

Sergeant 4
Sorcerer 2
Firion 4392/4467 156
Maria 1018/4429 150
Guy 6418/6531 83
Leon 2646/3427 0

Spells such as Protect and Shell are most effective when cast at the beginning of the battle—their power will last for the entire fight. Determine which spells are necessary based on which enemies you face; there is no need to raise your Magic Defense if you are not engaging with any spellcasters.

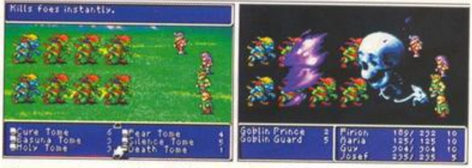
SWAPPING WEAPONS


R. Hand
Flame Bow
L. Hand
Hands
Malboro Terra 1
Firion 9768/9999 230
Maria 3432/4051 228
Guy 9679/9999 288
Leon 6225/6225 391

A bow dancing with flame.

You can swap weapons in and out during battle. Select Items, press Up to see the weapons that are currently equipped, then choose another weapon from your inventory to replace it.

USING NONEQUIPPED SPELLS OR ITEMS


Cure Tome 6
Basuna Tome 3
Holy Tome 3
Fear Tome 4
Silence Tome 5
Death Tome 1
Goblin Prince 2
Goblin Guard 5
Firion 189/ 232 10
Maria 125/ 125 10
Guy 304/ 304 10
Josef 235/ 235 5

Kills foes instantly.

If your party is running low on MP, use a Tome directly; the user does not have to know the spell. Using a Tome may be more powerful than having a party member cast a spell as usual, but the Tome will disappear after use, making it rather expensive to use in this manner.

CHARACTER STATUS

Enemies hurt your party in more ways than just straight damage. Status ailments change characters' abilities temporarily by, for instance, making them unable to attack or cast spells, or turning them into stone. Some effects wear off during or at the end of a battle, while others will remain until treated. Use both items and spells to heal characters of lasting ailments before the next encounter.

AMNESIA

Amnesia prevents a character from casting spells but, unlike Silence, the effect will persist after the battle is over.

CONFUSION

The character will turn his attack on party members. The effect will last only until the end of battle.

CURSE

A cursed character's Attack and Defense drop considerably. The curse remains after the battle is over.

DARKNESS

The Darkness effect reduces the likelihood an attack will hit. The effect will remain after the battle is over.

KO

A KO'd character has reached zero HP and cannot act until revived. If the entire party has been KO'd, the game will end and you will have to restart from the last place you saved.

MINI

Your character is shrunk, reducing the effect of physical attacks. He will return to normal size after the battle.

PARALYSIS

Similar to Sleep, Parlysis makes your character unable to attack. The effect wears off after the battle.

POISON

Poison will damage the victim each round. The effect will last until treated, even after the battle ends.

SILENCE

A character cannot use magic when Silenced. The effect wears off once the battle ends.

SLEEP

While a character is asleep, he is unable to attack. Fortunately, he will awaken at the end of the fight.

STONE

A stone character cannot do anything until treated. Fortunately, a petrified character cannot take damage.

TOAD

A character that has been turned into a toad can still attack, but with reduced Accuracy. He cannot use magic until the effect has been treated.

VENOM

A mild toxin will damage your character at the end of each round, but it will wear off at the end of the battle.

MANAGING YOUR WEAPONS

There are many choices to make regarding how your party wields weapons in battle. All weapons except bows are single-handed weapons—you can equip either a shield or a second weapon in the other hand. (Wielding two weapons at once affects attributes differently from having a weapon and a shield equipped.) Always equip the strongest weapon in the character's favored hand.

WEAPONS

WEAPON	ATK	ACC	PAGE #
Ancient Sword	25	10	92
Axe	10	55	83
Battle Axe	15	45	86
Blood Sword	0	0	121
Bow	1	50	83
Broadsword	8	60	81
Cat Claws	86	80	127
Dagger	7	65	84
Dark Bow	25	0	98
Defender	78	64	123
Demon Axe	27	45	113
Demon Spear	42	60	113
Diamond Mace	90	75	127
Excalibur	100	75	126
Flame Bow	42	47	108
Flame Lance	54	62	111
Flame Sword	63	60	119
Gaia Blade	52	58	115
Healing Staff	78	70	125
Holy Lance	90	70	127
Ice Bow	56	50	111
Ice Brand	72	62	119
Ice Lance	66	65	119
Knife	3	75	81
Javelin	6	65	81
Longbow	5	40	86
Longsword	13	50	86
Mace	9	60	84
Mage's Staff	40	64	102
Main Gauche	32	70	99
Masamune	150	90	130
Mythril Axe	22	45	89
Mythril Bow	13	40	89
Mythril Knife	14	67	89
Mythril Mace	16	60	89
Mythril Spear	18	55	89
Mythril Sword	20	50	89
Ogrekiller	58	50	111
Orichalcum	50	72	109
Poison Axe	76	55	123
Power Staff	53	66	109
Ripper	69	75	123
Rune Axe	95	60	127
Sleep Blade	30	10	99
Spear	11	55	89
Staff	4	70	81
Stardust Rod	90	99	138
Sun Blade	83	65	125
Thunder Spear	78	67	125
Trident	30	57	99
Werebuster	28	62	95
Wild Rose	100	99	138
Wing Sword	42	56	102
Wizards Staff	64	68	119
Wyvern Lance	120	99	138
Yoichi's Bow	90	75	127

SPECIAL WEAPON ATTACKS

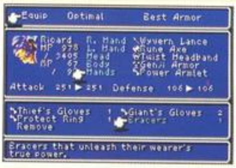
Certain weapons have hidden abilities that work like spells, but do not cost MP to use. To activate a weapon's hidden ability, select Items in the battle command list, then push Up on the Control Pad to view the items a player has equipped. Choose the special weapon and hit the A Button twice to perform the special attack.

WEAPONS

WEAPON	SPELL
Holy Lance	Holy: 8
Mage's Staff	Thunder: 5
Masamune	Haste: 11
Rune Axe	Fog: 6
Stardust Rod	Fire: 16
Thunder Spear	Thunder: 16
White Rose	Berserk: 16
Wizard's Staff	Scourge: 16
Yoichi's Bow	Berserk: 3

MANAGING YOUR ARMOR

Heavy armor may make a character take less damage, but at the expense of Agility. Some armor also affects your character's Strength. Balance your armor selection depending on the needs of each party member. A player can opt to equip a shield instead of a second weapon, but a shield will not improve Defense—instead, it'll protect against specific elemental attack types and improve your characters' Evasion over time.



Bracers that unleash their wearer's true power.

ARMOR

ARMOR	DEF	WGT	PAGE #
Black Robe	35	5	114
Bracers	30	5	119
Bronze Armor	5	14	138
Bronze Gloves	3	8	86
Bronze Helm	2	5	84
Copper Cuirass	5	5	84
Clothes	1	5	84
Diamond Armor	43	47	81
Diamond Cuirass	43	5	123
Diamond Gloves	25	27	125
Diamond Helm	17	18	123
Dragon Armor	50	54	123
Flame Armor	29	33	127
Flame Helm	13	14	109
Genji Armor	75	79	119
Genji Glove	45	47	130
Genji Helm	30	31	130
Giant's Gloves	15	17	130
Giant's Helm	6	13	108
Gold Cuirass	22	5	108
Gold Hairpin	11	2	114
Golden Armor	15	19	99
Ice Armor	36	40	95
Ice Gloves	20	22	119
Knight's Armor	22	26	119
Leather Armor	2	6	111
Leather Cap	1	2	83
Leather Gloves	1	3	81
Mythril Armor	10	14	81
Mythril Gloves	6	8	89
Mythril Helm	4	5	89
Ninja Suit	40	0	89
Power Armlet	19	3	115
Power Sash	25	5	115
Protect Ring	18	3	127
Ribbon	10	0	130
Ruby Cuirass	15	5	113
Silver Cuirass	10	5	92
Thief's Glove	15	3	99
Twist Headband	12	2	115
White Robe	30	5	119

SHIELDS

SHIELD	EFFECT	PAGE #
Aegis Shield	Resistant to Special Attacks	127
Bronze Shield	—	84
Buckler	—	81
Diamond Shield	Resistant to Thunder	115
Dragon Shield	Resistant to Elemental Attacks	—
Flame Shield	Resistant to Ice	109
Golden Shield	Resistant to Poison	95
Ice Shield	Resistant to Fire	111
Mythril Shield	—	89

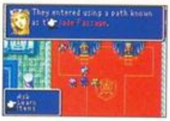
MANAGING YOUR MAGIC

Spells are divided into two categories: white magic and black magic. Anyone can learn any spell, but a character who concentrates on using spells from only one category will, in time, become much stronger in casting spells of that type. Characters can know up to 16 spells at once—if you want to teach a maxed-out party member a new spell, you must discard one spell to make room for the new one.

SPELLS

SPELLS	BLACK/WHITE	PAGE #
Aura Tome	Black	108
Barrier Tome	White	111
Basuna Tome	White	89
Berserk Tome	Black	127
Blind Tome	Black	113
Blink Tome	White	84
Blizzard Tome	Black	81
Break Tome	Black	108
Confuse Tome	Black	Enemy
Cure Tome	White	81
Curse Tome	White	102
Death Tome	Black	108
Dispel Tome	White	108
Drain Tome	Black	114
Esuna Tome	White	89
Fear Tome	White	89
Fire Tome	Black	81
Flare Tome	Black	119
Fog Tome	White	108
Haste Tome	Black	127
Holy Tome	White	111
Life Tome	White	86
Mini Tome	White	108
Osmose Tome	Black	114
Protect Tome	White	84
Sap Tome	White	86
Scourge Tome	Black	113
Shell Tome	White	84
Silence Tome	White	89
Sleep Tome	Black	113
Slow Tome	White	108
Stop Tome	White	102
Stun Tome	Black	102
Swap Tome	White	111
Teleport Tome	White	111
Thunder Tome	Black	81
Toad Tome	Black	108
Ultima Tome	White	119
Wall Tome	White	111
Warp Tome	Black	86

THE KEY-TERM SYSTEM



They entered using a path known as t Jade Passage.

During your journey, you'll learn key terms from important characters. Knowing the terms is critical to your progress—many story points hinge on your saying the proper phrase to the proper person. When you meet someone to whom you can say key terms, try all of the phrases you know—often the person will have knowledge about a subject that you wouldn't have expected.

KEY TERMS

KEY TERM	PAGE #
Wild Rose	82
Mythril	84
Dreadnought	84
Palamecia	123
Airship	84
Goddess's Bell	90
Sunfire	90
Mysidia	108
Ultima Tome	108
Dragoons	99
Wyverns	99
Cyclone	121
Jade Passage	125
Mask	108
Ekmet Teloess	108

MAJOR CHARACTERS

Firion, Maria and Guy will remain in your party for the entire quest, but your fourth character will change many times. Some of the characters who join you will already be experienced in some way—it is up to you to exploit their knowledge or to lead them down a new path. You will meet many other people who will aid you along the way—remember to talk to everyone you meet.

SEEK COUNSEL

Dreadnought
Wild Rose
Mythril

Some of the most important people you meet will never join your party. Hilda will often provide valuable information for where to go next—if you are lost, seek her counsel. Other characters, like Paul and Cid, help you in various ways, such as by breaking you out of dungeon cells or ferrying you across the world.

STARTING OUT

The information below reflects how the party members appear when they first join you, but their attributes will change over time. The three main characters start out with very little ability, but the rest of the characters who join will have varying degrees of experience when you meet them.

FIRION

(STARTING STATS)

Firion is the most balanced member of your team—his physical attacks are on par with his magical ability. It is completely up to you to decide what kind of fighter you want him to be.

- **STARTING EQUIPMENT:** Broadsword, Buckler, Leather Armor
- **STARTING ITEMS:** None
- **STARTING SPELLS:** None

HP	MP	ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE
30	10	10	1-70%	2	1-14%	1-22%

STRENGTH	STAMINA	SPIRIT	AGILITY	INTELLIGENCE	MAGIC
10	10	10	10	10	5

HANDS	KNIFE	SWORD	STAFF	AXE	SPEAR	BOW	SHIELD
Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1

MARIA

(STARTING STATS)

Equipped with a bow and having a head start in Intelligence, Maria is best suited to becoming a magic-user. Keep her in the back line of the party's formation, and concentrate on improving her spells as early as possible.

- **STARTING EQUIPMENT:** Bow, Clothes
- **STARTING ITEMS:** None
- **STARTING SPELLS:** None

HP	MP	ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE
20	10	3	1-55%	1	1-10%	1-20%

STRENGTH	STAMINA	SPIRIT	AGILITY	INTELLIGENCE	MAGIC
5	5	10	15	15	5

HANDS	KNIFE	SWORD	STAFF	AXE	SPEAR	BOW	SHIELD
Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1

GUY

(STARTING STATS)

Guy may be a man of few words, but his skill with weapons speaks volumes. He isn't much of a spell-user, but his physical attacks and high HP make him a formidable frontline warrior.

- **STARTING EQUIPMENT:** Axe, Leather Armor
- **STARTING ITEMS:** None
- **STARTING SPELLS:** None

HP	MP	ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE
40	10	17	1-70%	2	1-1%	1-25%

STRENGTH	STAMINA	SPIRIT	AGILITY	INTELLIGENCE	MAGIC
15	15	15	5	10	5

HANDS	KNIFE	SWORD	STAFF	AXE	SPEAR	BOW	SHIELD
Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1

LEON

(STARTING STATS)

Leon's time with the party is brief but important. Once a traitor to the rebellion, he will join you in time for the ultimate battle. His starting equipment is powerful, but his weapon knowledge is flexible enough that he can wield anything proficiently.

- **STARTING EQUIPMENT:** Flame Sword, Poison Axe, Diamond Helm, Diamond Armor, Diamond Gloves
- **STARTING ITEMS:** None
- **STARTING SPELLS:** None

HP	MP	ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE
1,098	5	158	9-99%	85	3-0%	3-69%

STRENGTH	STAMINA	SPIRIT	AGILITY	INTELLIGENCE	MAGIC
53	46	16	45	36	32

HANDS	KNIFE	SWORD	STAFF	AXE	SPEAR	BOW	SHIELD
Lv. 2	Lv. 5	Lv. 8	Lv. 6	Lv. 9	Lv. 7	Lv. 4	Lv. 3

MINWU

(STARTING STATS)

The official mage of the Fynn royalty, Minwu joins your party already equipped with a host of powerful spells. He also gives you the canoe, allowing you to navigate inland waterways.

- **STARTING EQUIPMENT:** Staff, Copper Cuirass
- **STARTING ITEM:** Canoe
- **STARTING SPELLS:** Barrier: 7, Basuna: 6, Blink: 5, Cure: 7, Dispel: 3, Esuna: 3, Fear: 3, Fog: 6, Life: 7, Protect: 5, Sap: 4, Shell: 6, Swap: 3, Teleport: 1, Wall: 5

HP	MP	ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE
175	103	9	1-80%	5	1-17%	2-50%

STRENGTH	STAMINA	SPIRIT	AGILITY	INTELLIGENCE	MAGIC
10	20	48	20	16	40

HANDS	KNIFE	SWORD	STAFF	AXE	SPEAR	BOW	SHIELD
Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1

JOSEF

(STARTING STATS)

The humble yet powerful Josef spurns weapons in favor of his own hands, and has the Strength to back it up. All he needs is good armor to protect him.

- **STARTING EQUIPMENT:** Leather Cap, Leather Armor, Leather Gloves
- **STARTING ITEMS:** None
- **STARTING SPELLS:** None

HP	MP	ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE
235	5	28	2-99%	4	2-13%	2-32%

STRENGTH	STAMINA	SPIRIT	AGILITY	INTELLIGENCE	MAGIC
24	24	10	24	10	10

HANDS	KNIFE	SWORD	STAFF	AXE	SPEAR	BOW	SHIELD
Lv. 2	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1	Lv. 1

GORDON

(STARTING STATS)

The reluctant prince has very level attributes when he joins your party. He comes carrying a spear, but is equally proficient with all weapons—give him the best equipment in your arsenal.

- **STARTING EQUIPMENT:** Spear, Bronze Shield, Bronze Armor, Bronze Gloves
- **STARTING ITEMS:** None
- **STARTING SPELLS:** None

HP	MP	ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE
128	15	16	2-77%	8	1-18%	1-37%

STRENGTH	STAMINA	SPIRIT	AGILITY	INTELLIGENCE	MAGIC
22	22	22	22	22	22

HANDS	KNIFE	SWORD	STAFF	AXE	SPEAR	BOW	SHIELD
Lv. 2	Lv. 2	Lv. 2	Lv. 2	Lv. 2	Lv. 2	Lv. 2	Lv. 2

LEILA

(STARTING STATS)

Swift and deadly, pirate captain Leila has plenty of experience in battle. She can use knives and swords with equal deftness—equip one in each hand to deliver a pair of punishing blows.

- **STARTING EQUIPMENT:** Dagger, Longsword, Gold Hairpin, Silver Cuirass
- **STARTING ITEMS:** None
- **STARTING SPELLS:** Thunder: 4

HP	MP	ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE
129	35	26	5-68%	21	2-41%	2-44%

STRENGTH	STAMINA	SPIRIT	AGILITY	INTELLIGENCE	MAGIC
18	18	10	36	16	10

HANDS	KNIFE	SWORD	STAFF	AXE	SPEAR	BOW	SHIELD
Lv. 1	Lv. 5	Lv. 5	Lv. 1	Lv. 1	Lv. 1	Lv. 4	Lv. 1

RICARD

(STARTING STATS)

The last surviving Dragoon yearns to fly again. He is already a strong, well-equipped warrior when he joins you. Learning spells is not a priority for this powerful soldier.

- **STARTING EQUIPMENT:** Flame Lance, Golden Shield, Giant's Helm, Knight's Armor, Giant's Gloves
- **STARTING ITEMS:** None
- **STARTING SPELLS:** None

HP	MP	ATTACK	ACCURACY	DEFENSE	EVASION	MAGIC DEFENSE
549	5	69	8-99%	43	2-21%	2-48%

STRENGTH	STAMINA	SPIRIT	AGILITY	INTELLIGENCE	MAGIC
60	32	26	26	16	5

HANDS	KNIFE	SWORD	STAFF	AXE	SPEAR	BOW	SHIELD
Lv. 1	Lv. 1	Lv. 8	Lv. 1	Lv. 1	Lv. 8	Lv. 1	Lv. 5

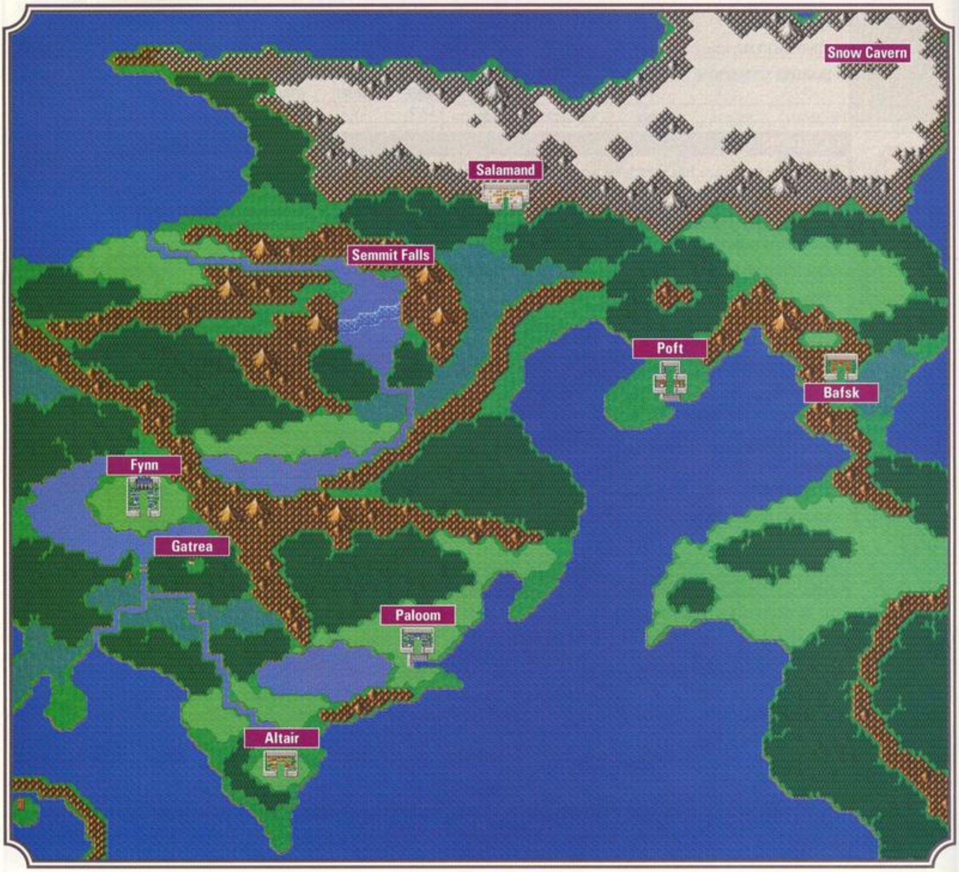
SCOTT

(STARTING STATS)

In the main plot, Scott plays only a brief role, but his history is at the heart of your quest. Once your journey is over, you will have the opportunity to play as Scott in the Soul of Rebirth.

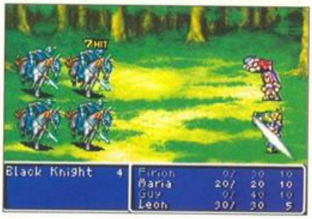
PATH TO THE GODDESS'S BELL

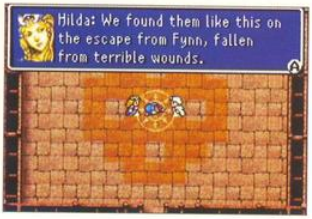
A once-peaceful world has been shattered by the rise of an evil emperor. The royal city of Fynn has been invaded and its monarch has been driven out. Four young friends, caught up in the exodus from the castle, have joined forces with the rebel army to take up arms against the empire. Their first quest: find the precious metal mythril, and take the fight to the traitorous General Borghen.


Snow Cavern
Salamand
Semmit Falls
Poft
Bafsk
Fynn
Gatrea
Paloom
Altair

YOUR JOURNEY BEGINS

The cinematic escape from Fynn will be interrupted by a battle against a party of Black Knights. However gallantly you attempt to thwart them, your efforts will be for naught. After the brief battle, you will awaken in the remote town of Altair, saved by the Princess of Fynn, who has also fled the town. When you rejoin your friends, one of your party members will be missing.





Hilda: We found them like this on the escape from Fynn, fallen from terrible wounds.

ALTAIR

With the notable exception of a hidden rebel base in the center of town, Altair is similar to many of the towns you will encounter on your journey. Stop by the inn or the sanctuary to rejuvenate your party, and stock up on the latest equipment and items at the various shops. Be sure to visit the spell shop, as well, to purchase the latest advancements in the dark arts of wizardry.

INN ◆ SANCTUARY

Rest at the inn to regain any health and magic that your party lost in battle. The cost of a stay at the inn is relative to the amount of injury and magic depletion your party sustained in the wilderness. The sanctuary will heal your downed party members, but will leave them with only one HP; heal them completely at the inn before leaving town again.

WEAPON SHOP

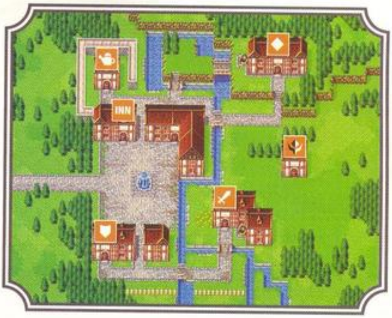
WEAPON	PRICE	DESCRIPTION
Broadsword	100 gil	A sword that is easy to wield
Javelin	80 gil	A short spear that is easy to wield
Knife	40 gil	A small knife
Staff	50 gil	A wooden staff

ARMOR SHOP

ARMOR	PRICE	DESCRIPTION
Buckler	50 gil	A small shield
Clothes	20 gil	Ordinary clothing
Leather Cap	50 gil	A cap made of leather
Leather Gloves	30 gil	Gloves made of leather

ITEM SHOP

ITEM	PRICE	EFFECT
Antidote	30 gil	Cures Poison
Cottage	2,000 gil	Fully restores HP and MP; used only outdoors
Cross	50 gil	Removes Curse
Elixir	50,000 gil	Fully restores HP and MP
Ether	1,000 gil	Restores a small amount of MP
Eye Drops	40 gil	Cures Darkness
Gold Needle	500 gil	Cures Stone
Hi-Potion	150 gil	Restores HP
Maiden's Kiss	500 gil	Cures Toad
Mallet	60 gil	Cures Amnesia
Phoenix Down	500 gil	Revives a KO'd ally
Potion	30 gil	Restores a small amount of HP



SHOP INFORMATION: WEAPONS AND ARMOR

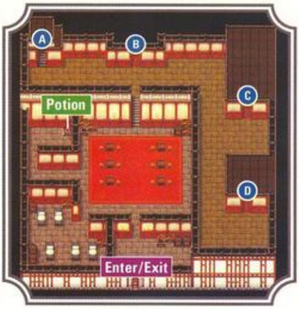
Keep your party members armed with the best equipment available by visiting the weapon and armor shops upon reaching a new town. Be wise when purchasing new items—for example, a new bow may make a character more deadly in battle, but will prevent him or her from using a shield.

SHOP INFORMATION: SPELLS

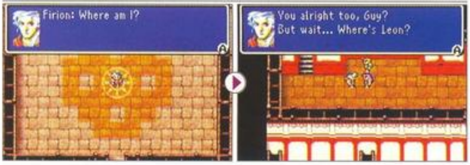
Before leaving Altair, try to equip each party member with a different offensive spell, and at least one party member with the Cure spell. Remember to teach the spells to the party members before entering combat—using a Tome during a melee will result in a rather pricey one-time effect.

SPELL SHOP

SPELL	PRICE	EFFECT
Blizzard Tome	150 gil	Deals ice damage
Cure Tome	100 gil	Restores HP
Fire Tome	150 gil	Deals fire damage
Thunder Tome	150 gil	Deals lightning damage



RESCUED

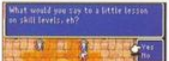


Firion: Where am I?

You alright too, Guy?
But wait... Where's Leon?

After the battle against the Black Knights, Hilda and Minwu will take you (without your party members) to a room in the Altair hideout. When you muster enough strength to leave, you will find two of your friends waiting outside the door and learn the news that the third friend has gone missing.

WORD TO THE WISE

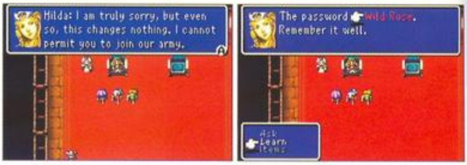


What would you say to a little lesson on skill levels, eh?

After you speak with Princess Hilda, return to the room where you began to find wise elders waiting to answer questions regarding a host of topics. Each elder has a different lesson—speak to all of them to hear their sage advice. They will remain there throughout the game, so feel free to come back at any time.

LISTEN AND LEARN

Despite your pleas to join the resistance, Princess Hilda remains adamant that you are too young and inexperienced for her to send you to war. She invites you to stay in Altair for as long as you want and even gives you the password to the city. Throughout the game, you'll learn key phrases such as the password to communicate with people about important matters. After you get the password, speak to Minwu, the mysterious man on Hilda's right. Utter the password to him to gain a few pieces of advice.



Hilda: I am truly sorry, but even so, this changes nothing. I cannot permit you to join our army.

The password Wild Rose. Remember it well.

EYES WIDE OPEN

Potion obtained from the chest.

To be a good adventurer, you must be diligent. Speak to everybody you encounter in every town—the townsfolk will help guide you to the next location on your journey. Look everywhere for treasure chests, as well; they often provide helpful items, and occasionally even contain rare weapons and armor.

HAIL TO THE KING

King of Fynn: An arrow struck me in the back during the battle, leaving me in this state.

Before you leave the town, visit the king in the upper-right room of the rebel hideout. He is bedridden after being injured in battle. He doesn't have much to say yet; only that his daughter is currently in charge of the resistance. However, you will revisit him at various times during your journey, so remember where he is.

INTO THE BEYOND

Leg Eater
Firion 48/ 60 10
Maria 25/ 25 10
Guy 48/ 55 10

After stocking up on as much new equipment and as many spells as you can afford, set off into the wild. The overworld teems with dangerous monsters. Fight them to earn experience and gold to buy more items. Defeated enemies will also drop items occasionally. Early in your adventure, stay close to towns to ensure a safe retreat to inns and sanctuaries.

ENEMY ENCOUNTERS: ALTAIR, GATREA & FYNN REGION

NAME	HP	ATK	DEF	GIL	WEAKNESS
Goblin	6	4	0	9-75	—
Hornet	6	4	0	4-37	—
Leg Eater	6	4	0	4-37	—

GATREA

Rumors abound that Maria's brother Leon may be hiding out in the overrun town of Fynn. Head out of Altair and go north across the bridge to the forest town of Gatrea. There are but a few new armor and weapon upgrades to purchase there, and no magic shop. Be sure to heal your party in Gatrea—it's a long way to Fynn, and there's nowhere to rest once you get there.

INN ◆ SANCTUARY

WEAPON SHOP

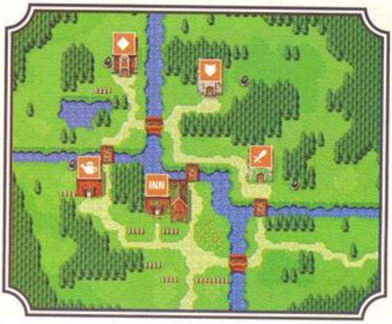
WEAPON	PRICE	DESCRIPTION
Axe	100 gil	An axe made for everyday use
Bow	20 gil	A wooden bow
Broadsword	100 gil	A sword that is easy to wield
Javelin	80 gil	A short spear that is easy to wield

ARMOR SHOP

ARMOR	PRICE	DESCRIPTION
Buckler	50 gil	A small shield
Leather Armor	100 gil	Armor made of hardened leather
Leather Cap	50 gil	A cap made of leather
Leather Gloves	30 gil	Gloves made of leather

SHOP INFORMATION: ITEMS

Nearly every town contains an item shop, but unlike the armor and weapons shops, the inventory and prices rarely change. To check on the price or effect of common items sold at the item shops, consult the chart on page 81. A few shops contain items that can be purchased only there. If a shop sells a special item, you'll find it in the data section for the shop's town.



STICK TO THE PATH

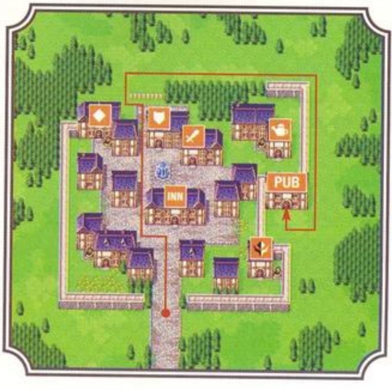
Leave Gatrea heading west, and circle north around the lake to arrive at Fynn. Do not wander far from the lake—much-more-dangerous enemies lie in wait for careless adventurers who stray far from the water's edge. This principle applies to all paths in the game.

FYNN

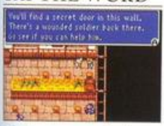
Fynn has been occupied by soldiers of the evil imperial army. They are vastly superior in strength to your party, so avoid them at all cost. The occupation has also allowed random monsters to enter the city. Dodge the soldiers and head north out of the city walls, then follow the town's edge around to the east to arrive at the pub, which is also infested with the emperor's dangerous minions.

ENEMY ENCOUNTERS: FYNN

NAME	HP	ATK	DEF	GIL	WEAKNESS
Captain	750	60	50	300-900	—
Goblin	6	4	0	9-75	—
Hornet	6	4	0	4-37	—
Leg Eater	6	4	0	4-37	—
Sprinter	30	9	0	4-37	—



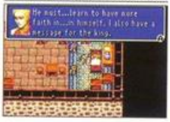
SAY THE WORD



You'll find a secret door in this wall. There's a wounded soldier back there. Go see if you can help him.

Say the password to the barkeep behind the counter. He will give you access to the back room where the wounded prince lies.

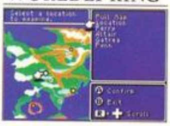
A DYING PRINCE



He must...learn to have more faith in...in himself. I also have a message for the king.

Repeat the password to Prince Scott. With his final breaths, he will inform you of a betrayal among the rebel ranks.

WORLDLY RING



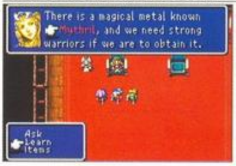
Select a location to examine.

The prince will give you a ring as proof of your meeting. Use it to view the overworld map when you're outside of towns and dungeons.

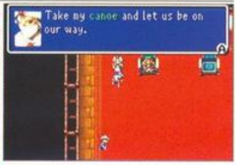
RETURN TO ALTAIR

Return to the town of Altair to report General Borghen's betrayal. Before you enter the hideout, talk to the downcast Prince Gordon and show him the ring to fulfill his brother's dying wish. Then enter the hideout to explain to Hilda the events that took place in Fynn. Unfortunately, you'll have to break the news of Prince Scott's death, as well.

REPORT BACK TO BASE



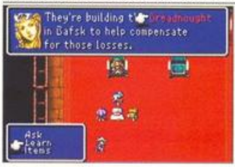
There is a magical metal known Mythril, and we need strong warriors if we are to obtain it.



Take my canoe and let us be on our way.

Hilda will recognize the ring as Prince Scott's, then tell you about the metal called Mythril and its importance to the rebellion. Learn the keyword "Mythril" and ask her about it again. She will volunteer Minwu to join your party on an expedition to find the substance. Speak to Minwu to have him become part of your group. He will also give you a canoe, which your party can use to cross inland waters.

SPEAK OF DREADFUL THINGS



They're building the Dreadnought in Bafsk to help compensate for those losses.

After recruiting Minwu into your party, speak with Princess Hilda again to learn about the Dreadnought, a giant, flying imperial gunship that is armed to the teeth. She will also tell you about Cid, a man sympathetic to the people of Fynn, who built his own airship and offers trips departing from the town of Poft—for a price.

THE KING AND YOU

Keep the king in the loop about the progress of the empire and the rebellion. He will be particularly agitated to learn about the development of the Dreadnought and of the betrayal by General Borghen. He'll share one of his memories, which will point you toward the Mythril.

PALOOM

Head north again out of Altair, then head east across the large lake via Minwu's canoe to Paloom. The port town features a ship that will take you to Poft (which saves you from a really long walk), but be sure to complete your business in Paloom before sailing. Stop by the magic shop to pick up some newly available defensive spells.

UP A CREEK WITH A PADDLE

Your party can travel on rivers and lakes via the canoe, and while on the canoe the party cannot be attacked. If your party is dangerously low on health, use waterways to return to a village without risking further enemy encounters.

INN

WEAPON SHOP

WEAPON	PRICE	DESCRIPTION
Axe	100 gil	An axe made for everyday use
Bow	20 gil	A wooden bow
Dagger	150 gil	A large knife
Mace	150 gil	A metal-tipped staff

ARMOR SHOP

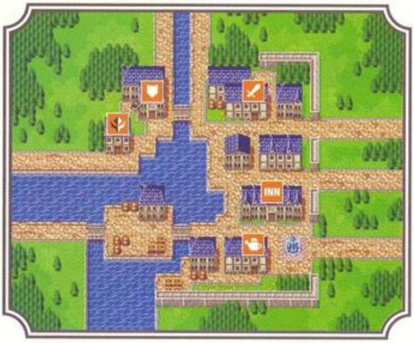
ARMOR	PRICE	DESCRIPTION
Bronze Gloves	150 gil	Gloves made of bronze
Bronze Helm	150 gil	A helm made of bronze
Bronze Shield	150 gil	A small shield made of bronze
Copper Cuirass	100 gil	A breastplate made of copper

ITEM SHOP

SEE PG. 81

SPELL SHOP

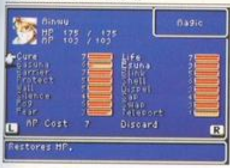
ARMOR	PRICE	EFFECT
Blink Tome	300 gil	Creates a double image, raising evasion
Cure Tome	100 gil	Restores HP
Protect Tome	300 gil	Creates a magic curtain, raising defense
Shell Tome	300 gil	Envelopes target in magic, raising magic defense



ENEMY ENCOUNTERS: PALOOM REGION

NAME	HP	ATK	DEF	GIL	WEAKNESS
Goblin	6	4	0	9-75	—
Goblin Guard	10	4	0	9-75	—
Hornet	6	4	0	4-37	—
Leg Eater	6	4	0	4-37	—
Soldier	45	17	9	9-75	—
Sprinter	30	9	0	4-37	—
Vampire Thorn	20	4	0	4-18	—

THE NEW GUY



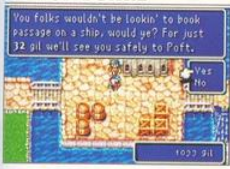
Restores HP.

Cures status ailments that wear off after battle.

Cure
Basuna
Barrier
Life
Esuna
Blink
MP
103/103
MP Cost

When Minwu joins your party, he is already a strong magician. He specializes in spells that protect the party during battle, such as Shell and Barrier. He can also revive downed characters, which comes in handy near Paloom and Poft—neither town has a sanctuary. His spells cost quite a bit of MP to cast, so use them prudently.

GET ON BOARD



You folks wouldn't be lookin' to book passage on a ship, would ye? For just 32 gil we'll see you safely to Poft.

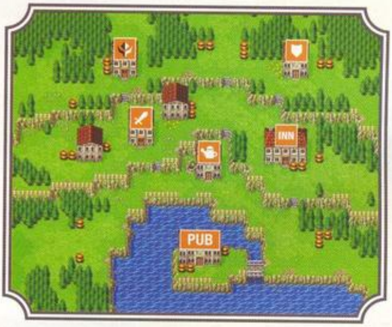
The man near the entrance to Paloom will offer a ride on his ship to the town of Poft. He charges a nominal fee of 32 gil, so make sure you have some spare change before speaking with him. After you pay the man, leave town and board the ship waiting at the dock. It will whisk you over the open seas to Poft, incident free.

POFT

The woodsy port town of Poft offers all the amenities necessary to continue your expedition, except for a sanctuary. There really isn't much in the way of entertainment in the town, which may explain why it is one of the few towns in the world that has a pub. Find Cid in the pub; for a fee, he and his airship will take you to one of several destinations.

THERE IS ANOTHER WAY

If you're anxious to beef up your party, walk up the coast from Paloom to Poft. Be careful, though—some of the more difficult enemies, such as Soldiers and Queen Bees, are common along this stretch. Note that the boat will stay in Paloom, which means you'll have to walk back rather than sail.



INN

WEAPON SHOP

WEAPON	PRICE	DESCRIPTION
Axe	100 gil	An axe made for everyday use
Bow	20 gil	A wooden bow
Dagger	150 gil	A large knife
Mace	150 gil	A metal-tipped staff

ARMOR SHOP

ARMOR	PRICE	DESCRIPTION
Bronze Gloves	150 gil	Gloves made of bronze
Bronze Helm	150 gil	A helm made of bronze
Bronze Shield	150 gil	A small shield made of bronze
Copper Cuirass	100 gil	A breastplate made of copper

ITEM SHOP

SPELL SHOP

SPELL	PRICE	EFFECT
Blink Tome	300 gil	Creates a double image, raising Evasion
Cure Tome	100 gil	Restores HP
Protect Tome	300 gil	Creates a magic curtain, raising Defense
Shell Tome	300 gil	Envelops target in magic, raising Magic Defense

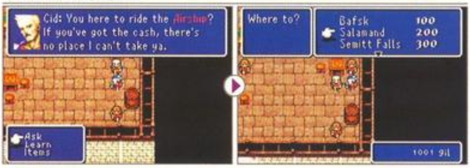
A WAY BACK HOME

The man who brought you to Poft will take you back to Paloom just as easily. Seek him out next to the pub on the small island near the entrance to town. His fee will remain 32 gil, a paltry sum for the great distance he covers.

ENEMY ENCOUNTERS: POFT REGION

NAME	HP	ATK	DEF	GIL	WEAKNESS
Hornet	6	4	0	4-37	—
Leg Eater	6	4	0	4-37	—
Queen Bee	30	9	4	4-9	—
Sasquatch	20	4	0	9-75	—
Sprinter	30	9	0	4-37	—
Vampire Thorn	20	4	0	4-18	—

SPEAK TO CID


Cid: You here to ride the Airship? If you've got the cash, there's no place I can't take ya.

Cid charges quite a bit more to travel on his airship than the boat captain asked for in Paloom, but he also goes more places. Your next stop is Salamand, but at this point in your adventure it's better to stay on foot and collect experience from the overworld enemy encounters.

A LOOK AHEAD

You can reach Bafsk a little earlier in your adventure than you need to, but you won't find much. The shops, however, have some enticing items at reasonable prices, but that's about all you can do in the town for now. The imperial guards are friendly enough not to attack you on sight, and outside the town you can do some interesting sightseeing. . . .

HAVE YOU SEEN IT YET?

You have probably noticed an airship flying overhead in the overworld. It would appear that you aren't the only passenger Cid is ferrying throughout the land. Be at the ready—when an airship passes directly overhead, a battle against monsters from the region will start instantly.

SALAMAND

Head to Salamand on your way to Semitt Falls to gain a little information about the region. All but one of the men in the alpine town have been enslaved in the mines at Semitt Falls to harvest Mythril for the empire, and the lone free man is being tight-lipped. New weapons spells are available to those who can afford them; Minwu has all of spells on offer, but it never hurts to have a backup plan.

INN ◆ SANCTUARY

WEAPON SHOP

WEAPON	PRICE	DESCRIPTION
Battle Axe	250 gil	An axe tempered for battle
Longbow	150 gil	A large bow crafted for battle
Longsword	200 gil	A sword with a long reach
Mace	150 gil	A metal-tipped staff

ARMOR SHOP

ARMOR	PRICE	DESCRIPTION
Bronze Armor	200 gil	Armor made of bronze
Bronze Gloves	150 gil	Gloves made of bronze
Bronze Helm	150 gil	A helm made of bronze
Bronze Shield	150 gil	A small shield made of bronze

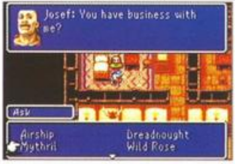
ITEM SHOP

SEE PG. 81

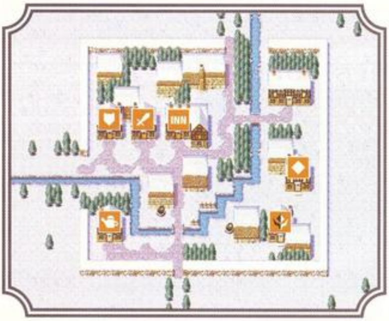
SPELL SHOP

SPELL	PRICE	EFFECT
Life Tome	1,000 gil	Revives a KO'd ally
Sap Tome	1,000 gil	Reduces foes' MP
Teleport Tome	1,000 gil	Banishes foes/transports party out of dungeon
Warp Tome	1,000 gil	Banishes foes/transports party to previous floor

JOSEF'S REQUEST


Josef: You have business with me?

Josef lives in the house north of the sanctuary. He doesn't see many strangers, and doesn't trust the ones he does see. His ears perk up at the mention of Mythril, but his information is going to come at a cost. He will request that you go into the Semitt Falls cave to rescue the enslaved workers before he says any more on the subject.

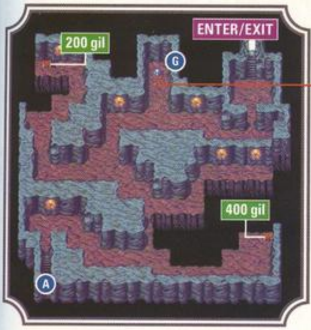


ENEMY ENCOUNTERS: SALAMAND

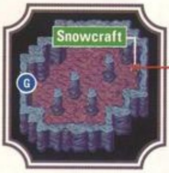
NAME	HP	ATK	DEF	GIL	WEAKNESS
Goblin	6	4	0	9-75	—
Goblin Guard	10	4	0	9-75	—
Hornet	6	4	0	4-37	—
Leg Eater	6	4	0	4-37	—
Queen Bee	30	9	4	4-9	—
Sasquatch	20	4	0	9-75	—
Soldier	45	17	9	9-75	—
Sprinter	30	9	0	4-37	—
Vampire Thorn	20	4	0	4-18	—

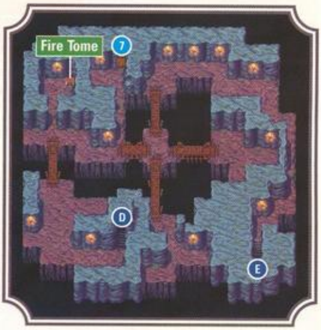
SEMITT FALLS

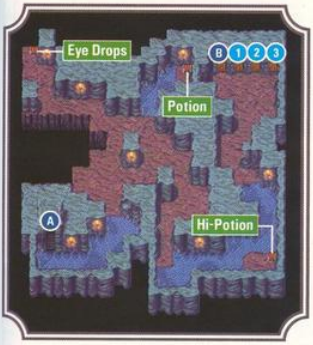
Semitt Falls is south of Salamand, but the fastest way to get there is to head due west. When you reach the ocean, locate the tributary that flows back to the east and row up it; it will take you straight to the entrance of the cave. The enemies in the cave are tougher than anything you've fought in the overworld—equip your party with the best arsenal and defensive items before you proceed.

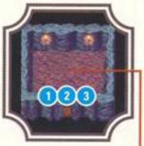

200 gil
ENTER/EXIT
G
400 gil
A

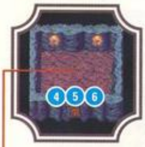
Later, when Josef joins your party, return to the unassuming blue rock near the entrance to the cave. Josef has hidden his snowcraft there—a vehicle can cross the drifting snowfields to the north. For more details, turn to page 91.

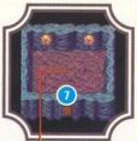

Snowcraft
G

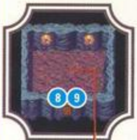

Fire Tome
7
D
E


Eye Drops
B
1
2
3
Potion
A
Hi-Potion

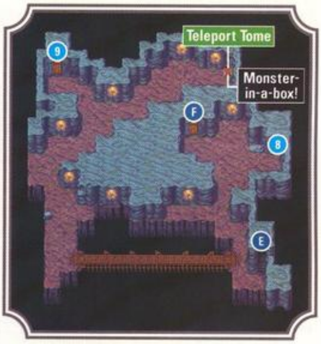


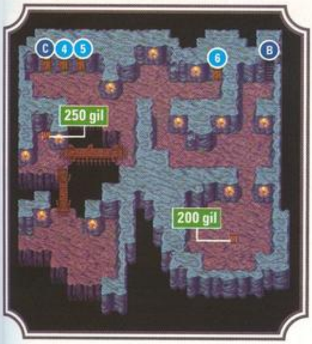


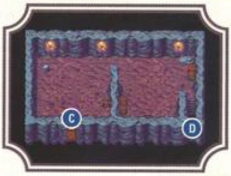


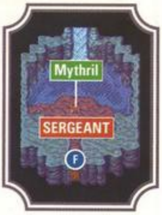


At first glance, these rooms appear to be empty. However, nearly every step you take will lead to a monster battle. Unless you are looking for opportunities to strengthen your team, avoid these areas—you'll have to fight your way out.


9
Teleport Tome
Monster-in-a-box!
F
8
E


C
4
5
B
6
250 gil
200 gil

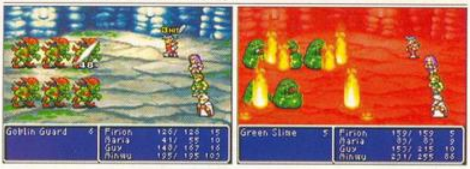



Mythril
SERGEANT
F

FOUND SPELLS AND SPELL ITEMS

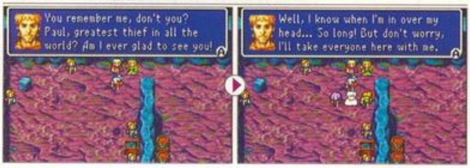
SPELL	TYPE	EFFECT
Fire Tome	Black	Inflicts fire damage
Teleport Tome	White	Warps party out of a dungeon/Reduces HP

A LITTLE BIT OF MAGIC



It's a long way to the bottom of Semitt Falls, and the monsters only get more difficult. Conserve your party's MP as much as possible, especially Minwu's. His healing and protection spells will come in handy when your party wears down and needs a little rejuvenation.

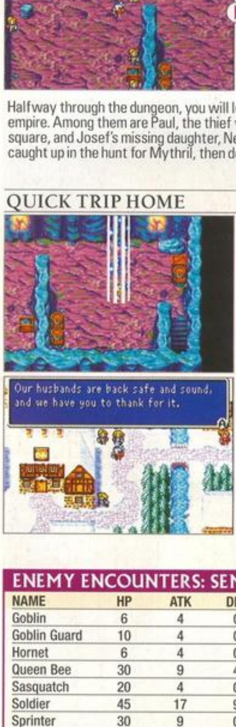
FREE AT LAST


You remember me, don't you? Paul, greatest thief in all the world? Am I ever glad to see you!

Well, I know when I'm in over my head... So long! But don't worry, I'll take everyone here with me.

Halfway through the dungeon, you will locate the miners enslaved by the empire. Among them are Paul, the thief you met loitering in the Altair town square, and Josef's missing daughter, Nelly. Paul briefly explains how he got caught up in the hunt for Mythril, then departs for the surface with the rest.

QUICK TRIP HOME


Our husbands are back safe and sound, and we have you to thank for it.

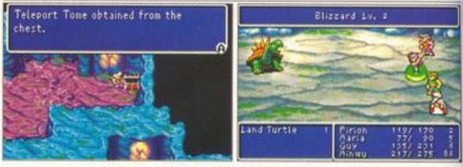
The Teleport spell will transport your party out of any dungeon or cave—handy when your party is low on health. Simply leave the subterranean area and visit an inn to refresh. When you go back to the cave, you'll have to start from the entrance again. The treasure chests you have opened will already be empty, so avoid them and take a quicker path through the remainder of the area.

When you return to Salamand after freeing the slaves, the townsfolk will sing your praises. As a reward for saving his daughter, Josef will supply you with more information on the whereabouts of Mythril, and update you on the progress of the construction of the Dreadnought.

ENEMY ENCOUNTERS: SEMITT FALLS REGION

NAME	HP	ATK	DEF	GIL	WEAKNESS
Goblin	6	4	0	9-75	—
Goblin Guard	10	4	0	9-75	—
Hornet	6	4	0	4-37	—
Queen Bee	30	9	4	4-9	—
Sasquatch	20	4	0	9-75	—
Soldier	45	17	9	9-75	—
Sprinter	30	9	0	4-37	—
Vampire Thorn	20	4	0	4-18	—

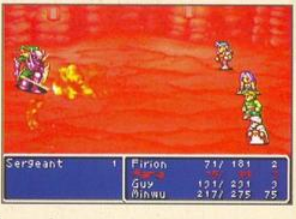
MONSTER-IN-A-BOX!


Teleport Tome obtained from the chest.

The chest that contains the Teleport Tome also bears a surprise: an attack from a Land Turtle, a spiky giant tortoise with a lot of HP. Have Minwu raise your party's Defense with the Protect spell, then take the Land Turtle down with Blizzard spells.

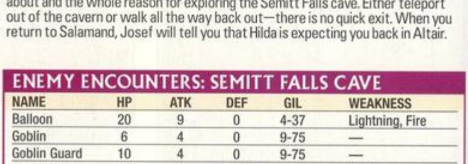
SERGEANT

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
420	10	35	2-70	25	1-30	3-50	150-300	None



Hopefully your party has been saving its MP in preparation for the fight with the Sergeant. Physical attacks have almost no effect on the well-armored brute; however, spells do quite a bit of damage. Raise your party's defense first with Minwu's Protect spell, then wear down the Sergeant with your most powerful offensive magic. If your party members have powered up their spells at all, you should be able to take care of the Sergeant in only a few rounds.

HEAVY METAL


You find mythril in the chest.

You'd better get that mythril back to Altair. Princess Hilda is waiting for you.

Just past the Sergeant is a chest filled with Mythril, the metal that Hilda told you about and the whole reason for exploring the Semitt Falls cave. Either teleport out of the cavern or walk all the way back out—there is no quick exit. When you return to Salamand, Josef will tell you that Hilda is expecting you back in Altair.

ENEMY ENCOUNTERS: SEMITT FALLS CAVE

NAME	HP	ATK	DEF	GIL	WEAKNESS
Balloon	20	9	0	4-37	Lightning, Fire
Goblin	6	4	0	9-75	—
Goblin Guard	10	4	0	9-75	—
Green Slime	10	4	210	4-37	Ice, Fire
Sasquatch	20	4	0	9-75	—
Soldier	45	17	9	9-75	—
Sprinter	30	9	0	4-37	—
Zombie	30	17	0	9-75	Fire

RETURN TO ALTAIR

Hilda will be excited to see that you have found Mythril, and she'll send you to Tobul, the blacksmith in the Altair weapons shop. He will go to work on the Mythril immediately. When he is finished, a new clerk who specializes in Mythril items will appear in the Altair weapons shop and armor shop, as well as in a few shops in other towns you've visited. Upgrade your equipment as soon as you can afford it.

ALTAIR WEAPON SHOP

WEAPON	PRICE	DESCRIPTION
Mythril Knife	400 gil	A knife made of Mythril
Mythril Mace	600 gil	A Mythril-tipped mace
Mythril Spear	600 gil	A spear made of Mythril
Mythril Sword	700 gil	A sword made of Mythril

ALTAIR ARMOR SHOP

ARMOR	PRICE	DESCRIPTION
Mythril Armor	700 gil	Armor made of Mythril
Mythril Gloves	500 gil	Gloves made of Mythril
Mythril Helm	300 gil	A helm made of Mythril
Mythril Shield	300 gil	A shield made of Mythril

PALOOM WEAPON SHOP

WEAPON	PRICE	DESCRIPTION
Mythril Axe	700 gil	An axe made of Mythril
Mythril Bow	500 gil	A bow made of Mythril
Mythril Spear	600 gil	A spear made of Mythril
Mythril Sword	700 gil	A sword made of Mythril

POFT WEAPON SHOP

WEAPON	PRICE	DESCRIPTION
Mythril Axe	700 gil	An axe made of Mythril
Mythril Bow	500 gil	A bow made of Mythril
Mythril Spear	600 gil	A spear made of Mythril
Mythril Sword	700 gil	A sword made of Mythril

BAFSK

Armed with the shiny new weapons and armor, you'll set out for the town of Bafsk. Head east around the mountain range outside of Toft, or ride the airship straight to the town. Villagers and imperial occupiers alike live in fear of General Borghen, so they aren't willing to talk very much. Replenish items and purchase new spells in town before heading into the caverns under Bafsk.

INN SANCTUARY

WEAPON SHOP

WEAPON	PRICE	DESCRIPTION
Dagger	150 gil	A large knife
Longbow	150 gil	A large bow crafted for battle
Longsword	200 gil	A sword with a long reach
Spear	200 gil	A metal-tipped spear

ARMOR SHOP

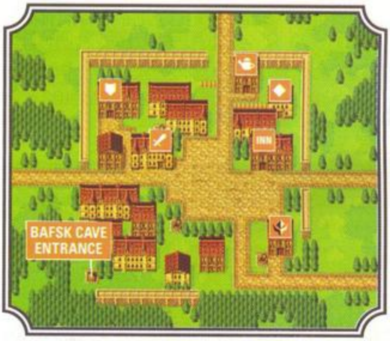
ARMOR	PRICE	DESCRIPTION
Bronze Gloves	150 gil	Gloves made of bronze
Bronze Helm	150 gil	A helm made of bronze
Bronze Shield	150 gil	A small shield made of bronze
Silver Cuirass	200 gil	A breastplate made of silver

ITEM SHOP

SEE PG. 81

SPELL SHOP

SPELL	PRICE	EFFECT
Basuna Tome	600 gil	Cures status ailments that wear off after battle
Esuna Tome	600 gil	Cures status ailments
Fear Tome	600 gil	Makes foes more likely to flee
Silence Tome	600 gil	Silences foes



ENEMY ENCOUNTERS: BAFSK REGION

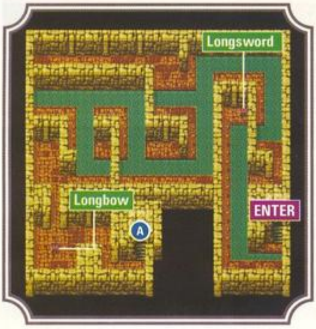
NAME	HP	ATK	DEF	GIL	WEAKNESS
Goblin	6	4	0	9-75	—
Goblin Guard	10	4	0	9-75	—
Hornet	6	4	0	4-37	—
Queen Bee	30	9	4	4-9	—
Sasquatch	20	4	0	9-75	—
Soldier	45	17	9	9-75	—
Sprinter	30	9	0	4-37	—
Vampire Thorn	20	4	0	4-18	—

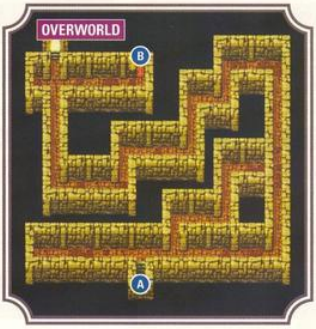
CATCH A BREAK

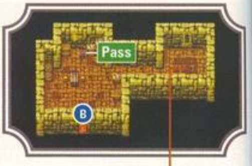
There is one soldier willing (or foolish enough) to talk to you. Find him in the southwest corner of the town. When you mention the Dreadnought, he'll admit that he is on the side of the rebellion and will make way for you to enter Bafsk Cave.

BAFSK CAVE

An underground passage leads to the empire's Dreadnought construction yard. The labyrinthine sewers under Bafsk eventually give way to more ancient caves deeper into the mountainside. Bafsk's ancestors might have used the caves at one time, but zombies now make them their home. Wind your way through the dim, damp caverns to the valley where the empire is finishing the Dreadnought.







You can retrace your steps to get out of the cave, but there is a faster way. Step on the blue floor panel to teleport back to the town entrance.

WATCHING IT TAKE FLIGHT

Dark Knight: You're too late!
The Dreadnought is complete!

The empire has managed to complete the Dreadnought in the nick of time. The Dark Knight meets you at the cave's exit to give you the bad news, then he and Borghen board the Dreadnought and set sail. Before you leave the dungeon, head through the door to the right of where you saw the Dark Knight, and pick up the Pass.

ENEMY ENCOUNTERS: BAFSK CAVE

NAME	HP	ATK	DEF	GIL	WEAKNESS
Balloon	20	9	0	4-37	Lightning, Fire
Dead Heads	45	17	9	9-75	Fire
Goblin Guard	10	4	0	9-75	—
Hornet	6	4	0	4-37	—
Leg Eater	6	4	0	4-37	—
Queen Bee	30	9	4	4-9	—
Soldier	45	17	9	9-75	—
Vampire Thorn	20	4	0	4-18	—
Zombie	30	17	0	9-75	Fire

RETURN TO POFT & ALTAIR

The empire has not wasted time in putting its newest weapon to work. Poft and other towns have been bombarded by the Dreadnought—few survivors remain to speak the details. Altair has not escaped the airship's wrath, either; the rebel town has been decimated and many of the villagers have sought shelter in the hideout. Hurry back to the princess to see what needs to be done.

ONE LONE SURVIVOR

Airships are powered Sunfire.
I'm sure the Dreadnought's no different.
Ask
Learn
Items

On your way back to Altair, stop by the pub in Poft to speak to Cid, one of the few who remain in the bombed-out town. He will teach you about the technology of airships and of Sunfire, a flame that airships use as fuel. He'll also explain that the party will have to find this Sunfire somehow to destroy the Dreadnought.

TAKE IT ALL BACK

Equip
Optimal
Best Armor
Attack
Defense
Remove

In Altair, Minwu will leave your party for good. He no longer needs all of the fancy weapons and armor that you purchased for him—unequip everything before speaking with Princess Hilda. After Minwu leaves the party, you won't be able to get back any of the equipment he was holding.

THE KNOWLEDGE OF ALTAIR

Cid told us that we might be able to use Sunfire to destroy the Dreadnought!

You will need t Goddess's Bell to break the seal.
Ask
Learn
Items

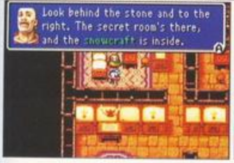
The king's condition has worsened since the Dreadnought's attack began. Although Minwu is skeptical that he can truly heal the king, his wizard arts may be able to improve the king's well-being. He agrees to take leave of the party and stay at the kings' side. Hilda says that the Sunfire still burns in Kashuan and says you can reach Kashuan Keep via Cid's airship.

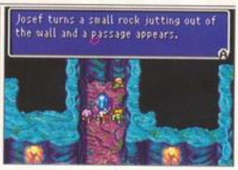
After you speak with Princess Hilda, talk to the king to learn more about Kashuan and the importance of the Sunfire. He has a lot of useful information about Kashuan Keep, including how to gain entrance. Learn about the Goddess's Bell, then return to Hilda to discover that she knows vaguely where it resides, and that you should seek help from Josef.

RETURN TO SALAMAND

Salamand seems to have avoided the first wave of the Dreadnought's attacks, so Josef has not budged from where you last saw him. Surprisingly, Josef knows quite a bit about the whereabouts of the Goddess's Bell, and your interest in it has moved him to become more involved in the struggle against the empire. His addition to the party should be quite helpful.

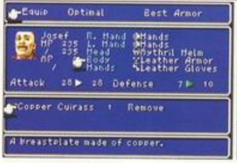
RETURN TO THE FALLS


Look behind the stone and to the right. The secret room's there, and the snowcraft is inside.


Josef turns a small rock jutting out of the wall and a passage appears.

When you mention the Goddess's Bell, Josef will give you details on the whereabouts of his snowcraft. Moreover, out of obligation to you for saving his daughter, he will join your party and accompany you back to Semitt Falls. Search the walls near the blue rock in the Semitt Falls cave to find the snowcraft.

HAND-TO-HAND HERO


Equip Optimal Best Armor

Josef R. Hand Hands
HP 225 L. Hand Hands
/ 235 Head Mythril Helm
MP Body Leather Armor
/ Hands Leather Gloves

Attack 28 ▶ 28 Defense 7 ▶ 10

Copper Cuirass 1 Remove

A breastplate made of copper.

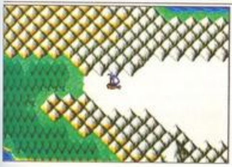
115
Goblin Guard 3
Goblin 4
Firion 227/ 229 20
Maria 117/ 118 19
Guy 279/ 295 22
Josef 225/ 235 5

If you removed Minwu's armor before he left your party,you should have some nice equipment to give to Josef; otherwise, you'll have to go shopping for him. Josef's best weapons are his own two hands—wielding any actual weapon will most likely be less effective than his bare knuckles.

THE SNOW CAVERN

After obtaining the snowcraft, revisit Salamand to replenish items one last time—it will be quite a while before you can do so again. Remember that Minwu is no longer in your party, so if you relied on his magic before, you will need to teach some of those spells to other members of the party. Josef does not have strong magic skills initially—look to Maria to fill the void that Minwu left.

TIME FOR A SLED RIDE

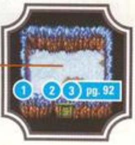


Head west out of Salamand and follow the mountain range to the north. The snowcraft navigates the snowy northern plains well, but the journey east is very long. You will face only two types of monsters while you cross over the snow, and both are susceptible to fire attacks. Teach multiple members of your party the Fire spell before making the trek.

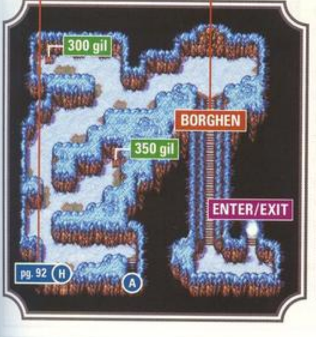
ENEMY ENCOUNTERS: SNOW CAVERN REGION

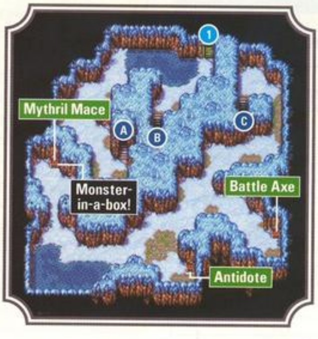
NAME	HP	ATK	DEF	GIL	WEAKNESS
Icicle	60	17	17	18-150	Fire
Snowman	45	9	4	18-150	Fire

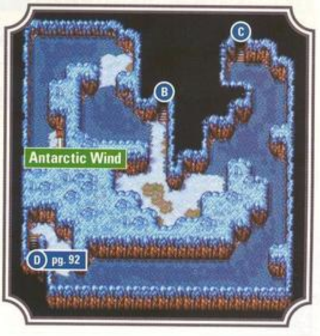
Like in the Semitt Falls caves, a few doors lead to small, identical rooms that are essentially enemy pits. There is nothing to do or collect in the rooms, so avoid them unless you are looking to build up your party's experience.

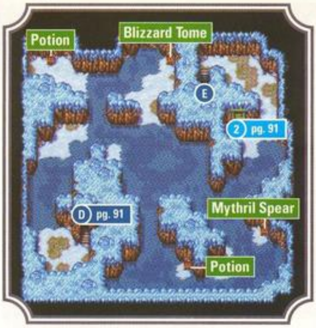


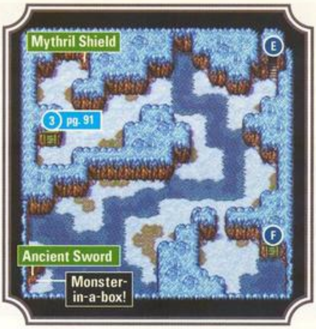
After you have defeated Adamantoise later in the cavern, your party will leave his lair through the door in the southwestern corner. When you try to exit the cavern, Borghen will block you—you must fight him to escape.

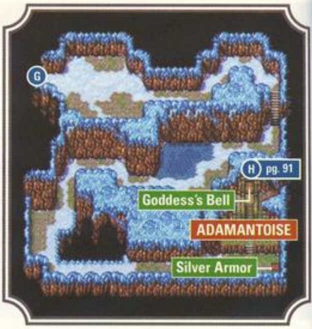


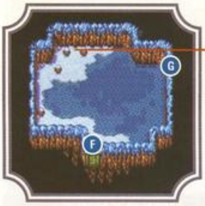





Potion
Blizzard Tome
E
2 pg. 91
D pg. 91
Mythril Spear
Potion


Mythril Shield
E
3 pg. 91
F
Ancient Sword
Monster-in-a-box!


G
H pg. 91
Goddess's Bell
ADAMANTOISE
Silver Armor



Don't worry about being attacked in this room—the beavers mean you no harm. Much to the surprise of the other party members, Guy is fluent in the beaver language; leave the conversations up to him. When asked about the Goddess's Bell, the giant beaver in the northwest corner of the room will reveal that there is a secret passage through the right wall of the room, but a monster protects the bell.

FOUND WEAPONS

SPELL	VALUE	DESCRIPTION
Ancient Sword	1,250 gil	A sword that evokes an ancient curse
Battle Axe	125 gil	An axe tempered for battle
Mythril Mace	300 gil	A Mythril-tipped mace
Mythril Spear	300 gil	A spear made of Mythril

FOUND ARMOR

SPELL	VALUE	DESCRIPTION
Mythril Shield	150 gil	A shield made out of Mythril
Silver Cuirass	100 gil	A breastplate made of silver

FOUND SPELLS AND SPELL ITEMS

ITEM	TYPE	EFFECT
Antarctic Wind	—	A stone with the same effect as Blizzard
Blizzard Tome	Black	Deals Ice damage

ENEMY ENCOUNTERS: SNOW CAVERN INTERIOR

NAME	HP	ATK	DEF	GIL	WEAKNESS
Balloon	20	9	0	4-37	Lightning, Fire
Dead Head	45	17	9	9-75	Fire
Dual Heads	80	25	17	18-300	Body
Ghoul	60	17	4	37-300	Fire
Goblin	6	4	0	9-75	—
Goblin Guard	10	4	0	9-75	—
Grenade	60	25	17	9-75	Lightning, Fire
Icicle	60	17	17	18-150	Fire
Shadow	45	17	9	18-150	Fire
Snowman	45	9	4	4-18	Fire
Soldier	45	17	9	9-75	—
Zombie	30	17	0	18-150	Fire

MONSTER-IN-A-BOX!

103
Shadow
Ghoul
Firion 233/ 301 8
Maria 144/ 165 1
Guy 295/ 359 7
Josef 316/ 331 5

Often, the best treasures in a dungeon come at the greatest price. After you open the treasure chests that contain the Mythril Mace and the Ancient Sword, you must immediately deal with a host of enemies. Don't get caught off guard by the attacks—if you are not prepared to fight off a group of monsters, hold off on opening any chests.

NO HASTY ESCAPE

Firion
Fire
Teleport
MP Cost 1
Discard

Banishes target to another dimension or transports party out of dungeons.

Be sure to enter the Snow Cavern when you're as healthy as possible. The Teleport spell does not work in the cavern, so if your party has been worn down by the constant fighting and you need to leave the dungeon, start your retreat as early as possible to ensure that your party has the stamina to make it out.

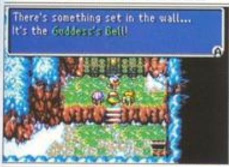
ADAMANTOISE

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
675	0	45	2-75	60	0	1-50	300-750	Ice

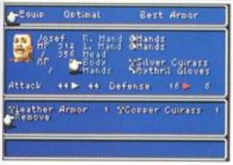
Adamantoise 1
Firion 233/ 313 5
Maria 130/ 174 1
Guy 295/ 359 7
Josef 316/ 356 5

In contrast to many of the monsters in the Snow Cavern, Adamantoise is very weak against Ice attacks. Use the Antarctic Wind item that you found earlier to inflict heavy damage against the giant turtle. The item has the strength of a Blizzard spell much more powerful than any your party can cast. If a party member doesn't have a Blizzard spell, cast any spell that improves Evasion or Defense; don't bother with conventional attacks—they almost certainly cannot penetrate Adamantoise's tough exterior.

THE GODDESS'S BELL



There's something set in the wall...
It's the Goddess's Bell!



Josef
HP 312 / 356
MP /
R. Hand Hands
L. Hand Hands
Head
Body Silver Cuirass
Hands Mythril Gloves
Attack 44 ▶ 44 Defense 16 ▶ 6
Leather Armor 1 Copper Cuirass 1
Remove

Walk past where you encountered Adamantoise, and remove the Goddess's Bell from the wall. Stairs that lead back to the previously locked door in first area of the cave will form. Head toward the exit and prepare to fight Borghen.

After the battle with Borghen, Josef will leave your party. You can remove his items just like when Minwu left, but at a risk—you'll have to remove them before the Borghen skirmish, and Josef may be essential in the battle.

BORGHEN

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
240	20	25	1-75	17	1-40	3-50	600	None

235
4 hit
Borghen 1
Firion 233/ 313 1
Maria 130/ 174 0
Guy 255/ 375 3
Josef 312/ 356 5

For once, you are one step ahead of General Borghen and his evil plans. He has entered the Snow Cavern for the same reason as you—to get the Goddess's Bell. Now that you have it, he plans to take it away. He obviously has lost some of his fighting touch from his days as a soldier. He has no weaknesses, but no particular strengths either. It takes only a few attacks to put him away for good. You can't rest on your laurels, however; Borghen has booby-trapped the dungeon, making for a harrowing escape.

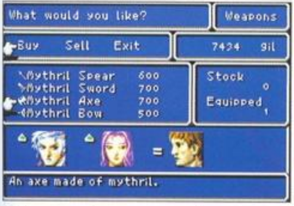
JOSEF SAYS HIS GOODBYES

After Borghen's demise, a giant rolling boulder threatens the party as they try to make their escape. Although he has been with you only a short while, Josef makes the ultimate sacrifice to your cause. While he holds the boulder, your party manages to get out of harm's way—but Josef cannot avoid succumbing to the boulder's oppressive weight.

RETURN TO SALAMAND

You must now limp back to Salamand, weakened and with a heavy heart. News of Josef's death has already made it back to the close-knit community. Your sense of pride and duty must prevail over your sorrow—you must finish the mission that Josef was so integral to. The people have spoken: take the Goddess's Bell to Kashuan Keep and claim the Sunfire!

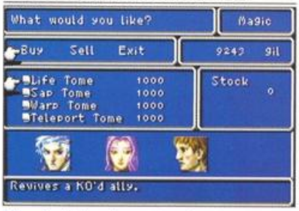
REST AND STOCK UP



What would you like?
Weapons
Buy Sell Exit
7434 gil
Mythril Spear 600
Mythril Sword 700
Mythril Axe 700
Mythril Bow 500
Stock 0
Equipped 1
An axe made of mythril.

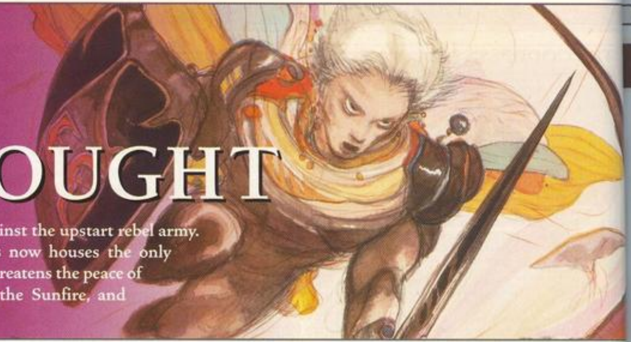
Before you purchase any new equipment, rest at the inn. After such a long expedition, it could be rather expensive to heal your party fully. It would be rash to spend all of your gil on new equipment if it leaves you without enough change to enjoy a good night's rest.

A MAGICAL EXPERIENCE



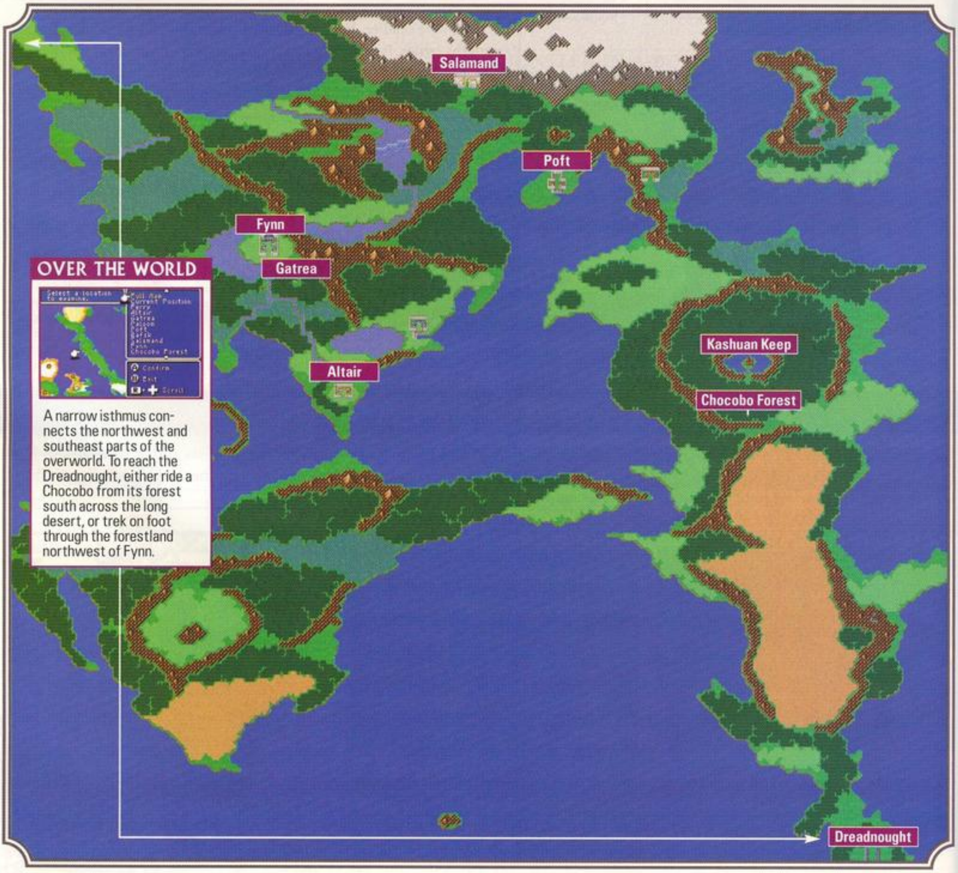
What would you like?
Magic
Buy Sell Exit
9243 gil
Life Tome 1000
Sap Tome 1000
Warp Tome 1000
Teleport Tome 1000
Stock 0
Revives a KO'd ally.

There is a limit to the number of spells each party member can learn, but don't let that be a consideration for now. Wait to decide which spells to keep and which to lose until you already hold as many spells as allowed.



PATH TO THE DREADNOUGHT

The empire is set for a devastating offensive against the upstart rebel army. The former home of two beleaguered princes now houses the only weapon that can destroy the awful device that threatens the peace of the world. Race to Kashuan Keep to collect the Sunfire, and destroy the Dreadnought before it's too late.

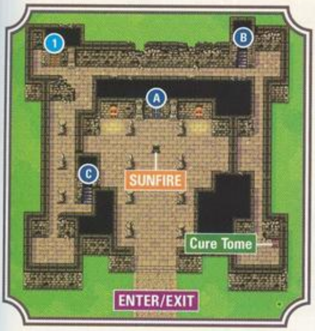

Salamand
Poft
Fynn
Gatrea
Altair
Kashuan Keep
Chocobo Forest
Dreadnought
Chocobo Forest
Confirm
Exit
Scroll

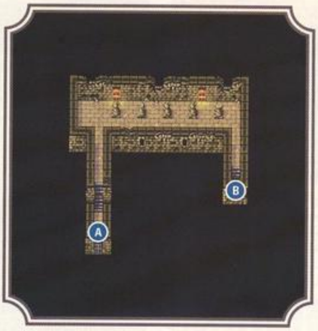
OVER THE WORLD

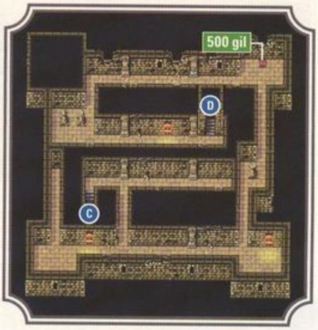
A narrow isthmus connects the northwest and southeast parts of the overworld. To reach the Dreadnought, either ride a Chocobo from its forest south across the long desert, or trek on foot through the forestland northwest of Fynn.

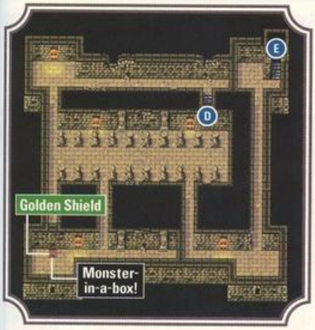
KASHUAN KEEP

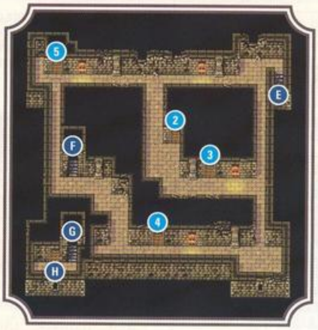
Kashuan Keep is well-protected within a mountain ring southeast of Bafsk. Hike east along the ocean coast until you reach an opening in the hills or, if you have enough gil, visit Cid in Poft to ride the airship straight to the keep. The former denizens hid the Egil's Torch deep within the now-abandoned castle. Be sure to pick up the excellent treasure they left behind.

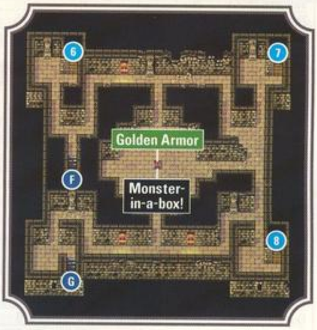

1
B
A
C
SUNFIRE
Cure Tome
ENTER/EXIT

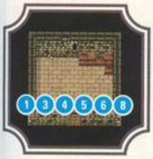


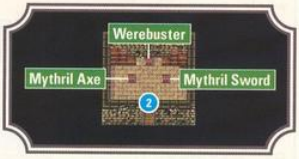


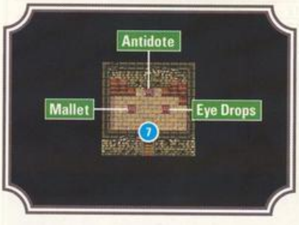

E
D
Golden Shield
Monster-in-a-box!

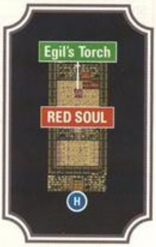



6
7
Golden Armor
F
Monster-in-a-box!
8
G




Werebuster
Mythril Axe
Mythril Sword
2


Antidote
Mallet
Eye Drops
7


Egil's Torch
RED SOUL
H

FOUND WEAPONS

WEAPON	VALUE	DESCRIPTION
Mythril Axe	350 gil	An axe made of Mythril
Mythril Sword	350 gil	A sword made of Mythril
Werebuster	1,000 gil	A spiked mace effective against werebeasts

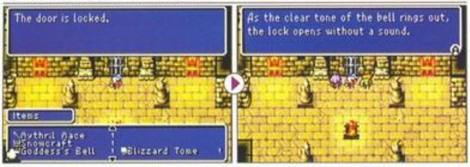
FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Golden Armor	1,000 gil	A breastplate made of silver
Golden Shield	350 gil	A golden shield resistant to poison

FOUND SPELLS AND SPELL ITEMS

SPELL	TYPE	EFFECT
Cure Tome	White	Restores HP

GET YOUR BELL RUNG


The door is locked.

As the clear tone of the bell rings out, the lock opens without a sound.

The Sunfire waits in the courtyard of Kashuan Keep, but its fire won't light any ordinary torch. Continue past the flame and stand in front of the locked door. Ring the Goddess's Bell to unlock the entrance to the keep.

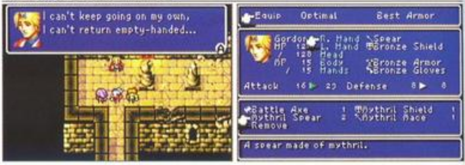
ENEMY ENCOUNTERS: KASHUAN KEEP REGION

NAME	HP	ATK	DEF	GIL	WEAKNESS
Balloon	20	9	0	4-37	Lightning, Fire
Dead Head	45	17	9	9-75	Fire
Goblin Guard	10	4	0	9-75	—
Goblin Prince	30	9	4	18-75	—
Hornet	6	4	0	4-37	—
Leg Eater	6	4	0	4-37	—
Queen Bee	30	9	4	4-9	—
Soldier	45	17	9	9-75	—
Vampire Thorn	20	4	0	4-18	—
Zombie	30	17	0	9-75	Fire

ENEMY ENCOUNTERS: KASHUAN KEEP INTERIOR

NAME	HP	ATK	DEF	GIL	WEAKNESS
Adamantoise	675	145	60	300-750	Ice
Balloon	20	9	0	4-37	Lightning, Fire
Dead Head	45	17	9	9-75	Fire
Ghast	100	25	9	75-450	Fire
Ghoul	60	17	4	37-300	Fire
Goblin Guard	10	4	0	9-75	—
Goblin Prince	30	9	4	18-75	—
Hornet	6	4	0	4-37	—
Land Turtle	140	35	35	37-300	Ice
Leg Eater	6	4	0	4-37	—
Ogre	100	25	17	75-300	—
Ogre Mage	140	25	17	75-75	—
Queen Bee	30	9	4	4-9	—
Sergeant	420	35	25	150-300	—
Shadow	45	17	9	18-150	Fire
Soldier	45	17	9	9-75	—
Stalagmite	240	40	40	600-1,200	—
Vampire Thorn	20	4	0	4-18	—
Wererat	60	17	4	37-300	—
Wraith	60	9	9	37-300	Fire
Zombie	30	17	0	18-150	Fire

A BRAVE COWARD


I can't keep going on my own, I can't return empty-handed...

Gordon	HP 12 / 120	R. Hand	Spear
		L. Hand	Bronze Shield
	MP 15 / 15	Head	
		Body	Bronze Armor
		Hands	Bronze Gloves

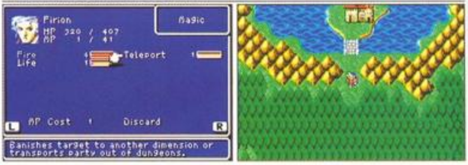
Attack 16 ▶ 23 Defense 8 ▶ 8

Battle Axe 1
Mythril Spear 2
Mythril Shield 1
Mythril Mace 1

A spear made of mythril.

Meet Prince Gordon just inside the castle entrance. The prince is also searching for the Egil's Torch, but his timidity has kept him from continuing his quest alone. When he joins your party, his weapons and armor are in need of an upgrade—equip him with any extra Mythril items you have in your inventory.

FLEEING THE SCENE


Firion
HP 320 / 407
MP 1 / 41

Fire 4
Life 1
Teleport 1

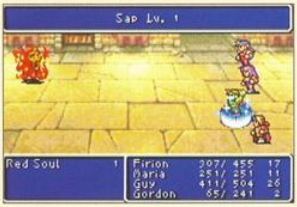
MP Cost 1

Banishes target to another dimension or transports party out of dungeons.

Teach multiple members of your party the Teleport spell—that way, if one party member falls in battle, another can call for a retreat. Save a little MP for the trip back to the closest town (Bafsk). You'll soon discover a quicker, safer way to travel in the overworld—see page 97 to learn how to ride a Chocobo.

RED SOUL

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
540	30	35	1-80	40	1-60	4-40	18-150	None


Sap Lv. 1

Red Soul 1

Firion	307/ 455	17
Maria	251/ 251	11
Guy	411/ 504	26
Gordon	65/ 241	2

The Red Soul's physical attacks are not your primary concern; it relies mostly on spells that damage the whole party. The spirit absorbs virtually every kind of offensive magic, so cast spells only to protect and heal your party. Attack with the Ancient Sword—if the sword Curses the Red Soul, the enemy's defense will drop considerably, allowing the rest of your party to crush the monster.

CAPTURE THE FLAME

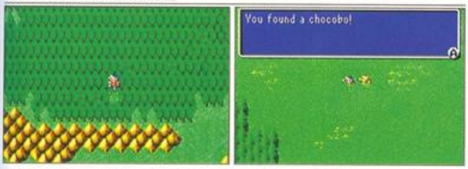
The Sunfire blazes brightly.

After you defeat the Red Soul, claw your way back to the entrance of the keep, or cast Teleport if you have enough MP. Use the Egil's Torch in front of the Sunfire to capture the flame. When you leave Kashuan Keep, watch the ominous Dreadnought overhead as it attacks Cid's airship.

CHOCOBO FOREST

The legendary, birdlike Chocobo lives in the forest near Kashuan Keep. Easily tamable, the Chocobo can transport your party nearly everywhere in the overworld, and much more quickly and safely than on foot. Monsters fear and respect the Chocobo; as long as you're riding the creature, you'll be safe from attack. It longs for home, however—it will depart as soon as it has the opportunity.

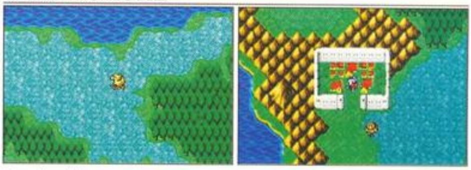
TAKE A FREE RIDE



You found a chocobo!

Head directly south from the Kashuan Keep gates. Just before you reach the mountain range, look for a small clearing in the trees. Enter the clearing and search for the Chocobo. Once you catch it, you will return to the overworld—walk up to the Chocobo and press the A Button to mount it.

CLOSE TO HOME

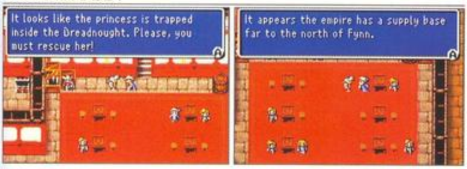


Enemies will not attack your party while you're riding the Chocobo, but as soon as you dismount, the Chocobo will return home and you could be left standing in the middle of nowhere. Be sure not to let it leave until you are near a town, especially if you are running low on health.

THE DREADNOUGHT

Princess Hilda was on Cid's airship when it was taken hostage by the Dreadnought. Return to Altair to learn more details, particularly about the Dreadnought's location. The accursed airship has landed at a remote base on a narrow strip of land between Fynn and Kashuan Keep, where the corners of the world connect. Attack it before it takes to the air again.

KIDNAPPED!



It looks like the princess is trapped inside the Dreadnought. Please, you must rescue her!

It appears the empire has a supply base far to the north of Fynn.

The people of Altair huddle in the rebel hideout in fear of the Dreadnought's return. Apparently, out of guilt for sending you on such a perilous mission without proper aid, Princess Hilda tried to meet you at Kashuan Keep to offer her assistance. Now it is up to you to save her from the clutches of the empire.

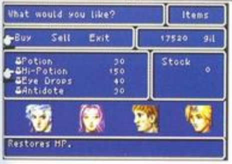
MILITARY MEN

```
Captain        1   Firion   455/ 455  36
                   Maria    198/ 251  44
                   Guy      521/ 521  59
                   Gordon   241/ 241  15
```

```
Captain        1   Firion   455/ 455  36
                   Maria    251/ 251  40
                   Guy      521/ 521  54
                   Gordon   178/ 241  15
```

By this point, your party should be strong enough to take on the Captains who occupy Fynn. They carry excellent treasure, particularly a strong new bow for Maria, and they provide a lot of experience for your party. However, even if you defeat them, they will not leave their posts.

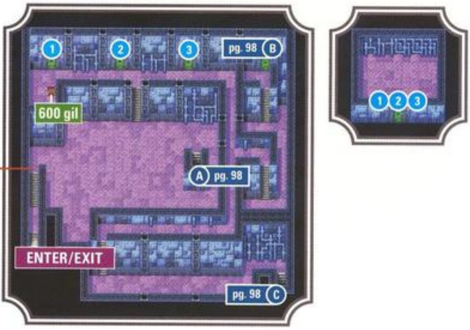
MEDICINAL QUALITIES

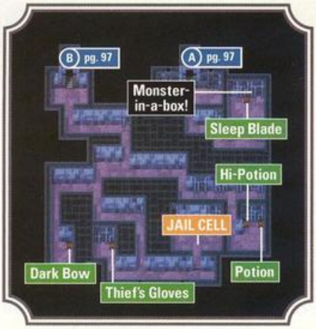


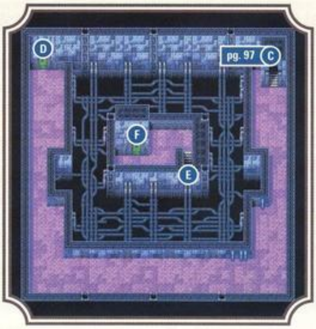
```
What would you like?          Items
Buy   Sell   Exit          17520  gil
Potion          30         Stock
Hi-Potion      150             0
Eye Drops       40
Antidote        30
Restores MP.
```

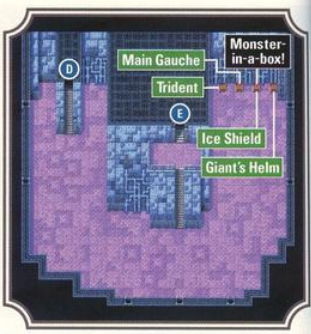
As your party begins to fight more difficult monsters, magic becomes more important, which means MP becomes more important, too. Stock up on MP-replenishing Ethers from an item shop before boarding the Dreadnought—there are many tough enemies onboard, and once you are on the ship, you cannot exit either by the door or by Teleporting.

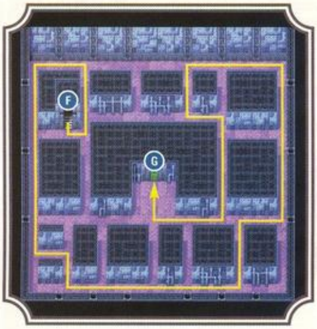
A Captain blocks the entrance to the Dreadnought. Show him the pass that you found in the caves below Bafsk to get through without a battle. Be sure not to speak to the Captain about the rebels, or he will attack instantly; extended battles aren't worth the drain on MP and other resources this early in the mission.

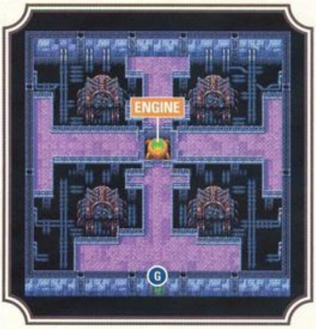



B pg. 97
A pg. 97
Monster-in-a-box!
Sleep Blade
Hi-Potion
JAIL CELL
Dark Bow
Thief's Gloves
Potion

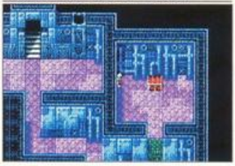



D
Main Gauche
Monster-in-a-box!
Trident
E
Ice Shield
Giant's Helm





HOLE IN THE WALL



The cell containing the Sleep Blade is locked tight. Head back toward the stairs, turn right and walk through the wall into the cell to snag the sword from the chest—which is rigged. Get ready to fight a set of monsters when you claim the weapon. The curved sword has a chance of putting any enemy it hits to sleep.

ENEMY ENCOUNTERS: DREADNOUGHT REGION

NAME	HP	ATK	DEF	GIL	WEAKNESS
Balloon	20	9	0	4-37	Lightning, Fire
Dual Heads	80	25	17	18-300	Body
Land Turtle	140	35	35	37-300	Ice
Magician	80	17	9	75	—
Mine	190	35	25	37-300	Lightning, Fire
Ogre	100	25	17	75-300	—
Ogre Mage	140	25	17	75	—
Phorusracos	140	35	25	37-300	—
Soldier	45	17	9	9-75	—
Wererat	60	17	4	37-300	—

ENEMY ENCOUNTERS: DREADNOUGHT INTERIOR

NAME	HP	ATK	DEF	GIL	WEAKNESS
Balloon	20	9	0	4-37	Lightning, Fire
Ghast	100	25	9	75-450	Fire
Ghoul	60	17	4	37-300	Fire
Helldiver	140	35	17	75-450	—
Magician	80	17	9	75	—
Mine	190	35	25	37-300	Lightning, Fire
Sergeant	420	35	25	150-300	—
Shadow	45	17	9	18-150	Fire
Soldier	45	17	9	9-75	—
Stunner	100	17	17	75-450	—
Werepanther	190	35	25	75-450	—
Wererat	60	17	4	37-300	—
Wraith	60	9	9	37-300	Fire

SAVE THE PRINCESS

Cid: Let's save the thank yous for later. I'll head for the airship with the princess.

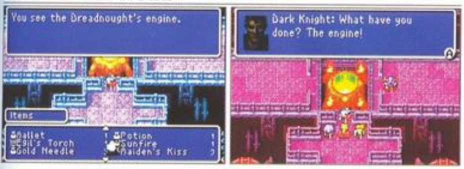
Cid and Hilda are trapped in a cell together. After Hilda apologizes for causing the current dilemma, talk to Cid about plans for escape. He'll advise you to toss the Sunfire into the Dreadnought's engine to destroy the airship. He and the princess will then head to Cid's airship to prepare it for emergency departure.

GIANT PROPORTIONS

215
Hill Gigas 1
Magician 1
Firion 617/ 617 33
Maria 289/ 371 35
Guy 706/ 706 57
Gordon 370/ 477 17
Hill Gigas 1
Firion 617/ 617 33
Maria 289/ 371 35
Guy 251/ 706 50
Gordon 370/ 477 17

The chest that holds the Ice Shield contains more than you bargained for. A ferocious Hill Gigas will attack you with its massive strength. Use the Protect spell to lower the amount of damage he does, then try to curse him with the Ancient Sword or put him to sleep so that your party can finish him off.

FIRE IN THE HOLE


You see the Dreadnought's engine.

Dark Knight: What have you done? The engine!
Items
Mallet 1
Egil's Torch 1
Gold Needle 5
Potion 5
Sunfire 5
Maiden's Kiss 2

Dodge the Captains that are standing guard, and work your way to the core of the Dreadnought. When you reach the engine, toss the Sunfire in to destroy the airship. The Dark Knight will show up and Maria will recognize his voice, but she'll have no time to gather her thoughts. Your party will escape to Cid's airship just before the Dreadnought blows up.

FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Giant's Helm	250 gil	A helm containing the power of giants
Ice Shield	2,500 gil	Icy shield resistant to Fire
Thief's Gloves	500 gil	Gloves that enhance Agility

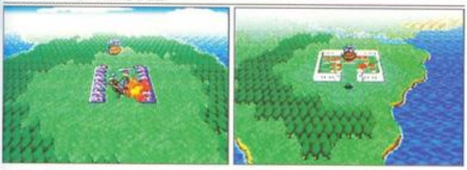
FOUND WEAPONS

WEAPON	VALUE	DESCRIPTION
Dark Bow	1,500 gil	A bow that can plunge its target into darkness
Main Gauche	750 gil	A knife that raises Evasion
Sleep Blade	2,000 gil	A blade that puts foes to sleep
Trident	1,750 gil	A three-pronged spear

RETURN TO ALTAIR

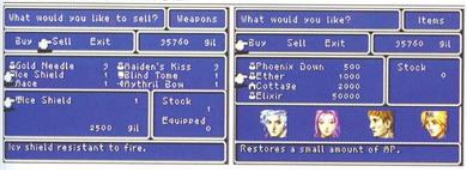
The citizens of the rebel base praise you for your recent accomplishments, but with a heavy heart—their king has only a short time to live. Heed his last words of wisdom; he will lay out a course that must be followed if the rebellion is to succeed. It is time for a new soldier to lead the rebellion; Gordon will assume control and you must now continue your quest.

HEAD FOR HOME



Just as the Dreadnought is about to explode, Cid's airship will pull away from the base. He will drop off you and the princess back in Altair, then return to his post in Poft.

STOCK EXCHANGE


What would you like to sell?

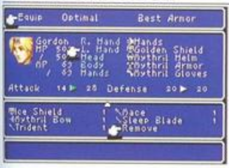
What would you like?

Icy shield resistant to fire.

Restores a small amount of MP.
Weapons
Buy Sell Exit
35760 gil
Gold Needle 2
Ice Shield 1
Mace 1
Maiden's Kiss 2
Blind Tome 1
Mythril Bow 1
Ice Shield 1
2500 gil
Stock 1
Equipped 0
Items
Buy Sell Exit
35760 gil
Phoenix Down 500
Ether 1000
Cottage 2000
Elixir 50000
Stock 0

The long battles in the Dreadnought may have fatigued your party, but the spoils have filled your inventory. Sell off equipment that you no longer need so that you can afford precious Ether and other more-expensive supplies.

TAKE IT ALL BACK


Equip Optimal Best Armor
Gordon
HP 50 / 50
MP 65 / 65
R. Hand Hands
L. Hand Golden Shield
Head Mythril Helm
Body Mythril Armor
Hands Mythril Gloves
Attack 14 ▶ 28 Defense 20 ▶ 20
Ice Shield 1
Mythril Bow 1
Trident 1
Mace 1
Sleep Blade 1
Remove

Once again, a party member departs for the greater good of the rebellion. Prince Gordon, his spirit strengthened by the successful mission, leaves to lead the army against the empire in place of the ailing king. Remove any extra items he may be holding before you speak with the king—Gordon will answer his call of duty right away.

LONG LIVE THE KING

I have one last request to ask of each of you... Please...listen carefully...

The king's last request sets forth a complex plan to fight back against the empire. In addition to Prince Gordon commanding the rebel army, Minwu will seek to unleash the Ultima Tome, a source of powerful magic used only in times of absolute crisis. Firion and the rest of your party are instructed to head to Deist to make allies of the Dragoons.

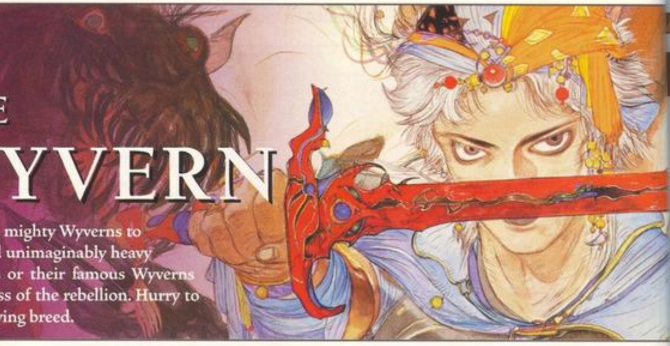
NEW MAN IN CHARGE

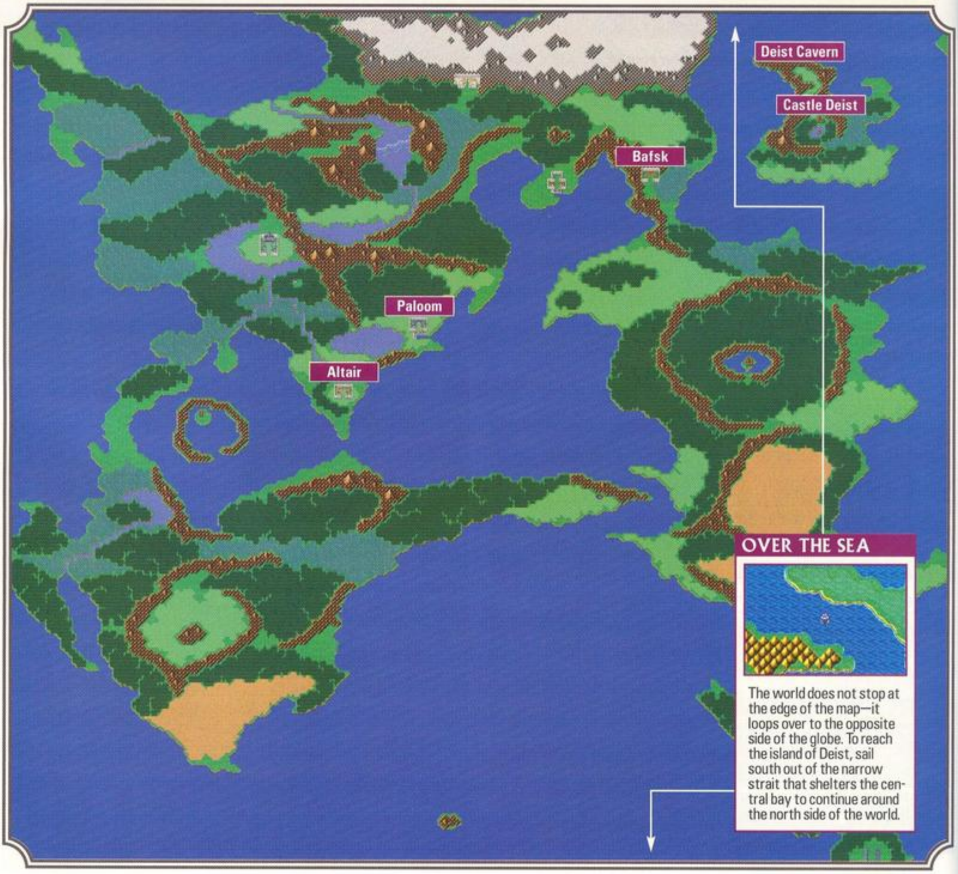
But the emperor feared the power of the Dragoons. He meant to wipe them out.
Ask
Learn
Items

Gordon will assume the throne and give you more detail about the Dragoons and the Wyverns they ride to battle. The Dragoons and the empire have already battled many times, and the Dragoons' numbers have dwindled considerably.

PATH TO THE
LAST WYVERN

The Dragoon warriors once gallantly rode mighty Wyverns to fight against the empire, but they suffered unimaginably heavy defeat. It is time to see if any Dragoons or their famous Wyverns remain—they will be critical to the success of the rebellion. Hurry to Castle Deist to reunite with the last of a dying breed.





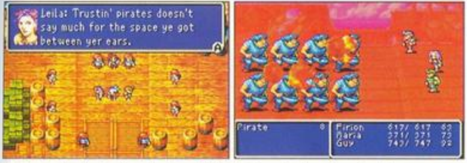
OVER THE SEA

The world does not stop at the edge of the map—it loops over to the opposite side of the globe. To reach the island of Deist, sail south out of the narrow strait that shelters the central bay to continue around the north side of the world.

RETURN TO PALOOM

Few boats sail the high seas during these dangerous times; maybe that's why the woman offering up her ship in Paloom seems so out of place. You'll soon learn the reason for her confidence—she's armed to the teeth and after your gil. Things work out for the best, however, when you team up with the unlikely comrade against the empire. Better still, she will allow you to sail her ship anywhere in the world.

OFFSHORE AMBUSH


Leila: Trustin' pirates doesn't say much for the space ye got between yer ears.

Leila may be the fearless leader of this ship, but she hasn't trained her crew very well for battle. Pick the pirates off one by one, or make short work of them with a bevy of spells. Either way, don't expect much of a fight from these lightweight sailors.

AHOY, MATEY!

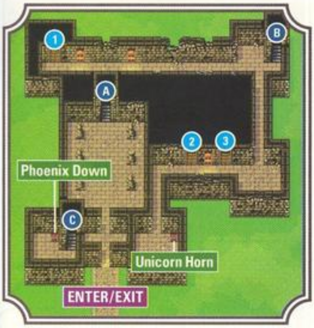
Leila comes ready for action on the ocean—many seaborne enemies are weak against her already-powerful Thunder spell. She can use several different types of weapons proficiently, but she prefers daggers. She is also the first left-handed member of your party—remember to equip her weapons accordingly.

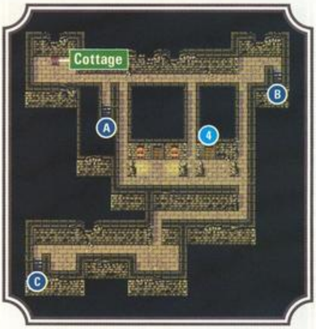
ENEMY ENCOUNTERS: AT SEA

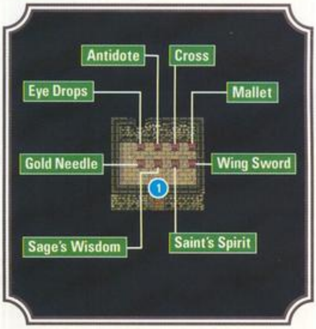
NAME	HP	ATK	DEF	GIL	WEAKNESS
Buccaneer	80	25	17	300-750	—
Helldiver	140	35	17	75-450	—
Killer Fish	100	25	17	37-300	Lightning
Sea Snake	300	40	40	75-450	Lightning

CASTLE DEIST

Sail south from Paloom to the secluded island in the northwest corner of the overworld. Castle Deist is eerie in its emptiness—only a nervous young boy and his mother now live in the huge place. They keep watch over the last surviving Wyvern, a lonely relic of the terrible war against the empire. Collect useful items in the castle, such as the powerful Wing Sword.





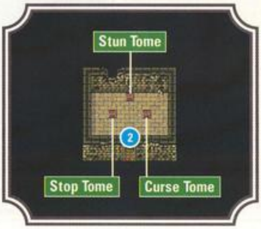


THE LAST WYVERN

In the room behind us is the last surviving wyvern.

If we only had one of the pendants, we would be able to understand it...

The Wyvern used to be the steed for a Dragoon warrior. The mother who keeps watch in the castle will explain that a special pendant is necessary to comprehend the Wyvern language. You can visit the creature now, but you won't be able to understand it.



ENEMY ENCOUNTERS: DEIST REGION

NAME	HP	ATK	DEF	GIL	WEAKNESS
Ghast	100	25	9	75-450	Fire
Ghoul	60	17	4	37-300	Fire
Hill Gigas	750	100	60	300-600	—
Land Turtle	140	35	35	37-300	Ice
Ogre	100	25	17	75-300	—
Ogre Mage	140	25	17	75	—
Shadow	45	17	9	18-150	Fire
Stalactite	240	35	35	150-600	Poison
Wraith	60	9	9	37-300	Fire

FOUND WEAPON

WEAPON	VALUE	DESCRIPTION
Wing Sword	2,500 gil	A light sword that slices through the air

ENEMIES OF THE LAND

2HIT
Land Turtle 2
Ogre Mage 1
Firion 627/ 627 69
Maria 389/ 389 73
Guy 783/ 790 99
Leila 241/ 248 35

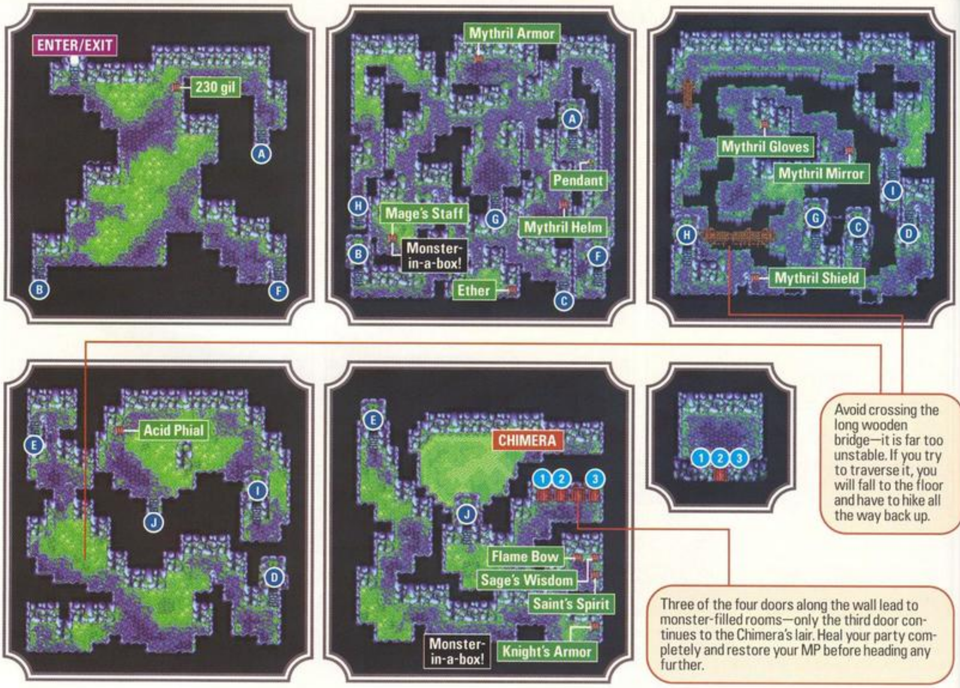
Your fighting style must become much more versatile near Deist Castle—simply hacking away at enemies will no longer be effective. Use spells such as Curse and Sleep liberally to gain an advantage over hard-hitting enemies like Hill Gigas and Ogres, but remember to carry plenty of Ethers to balance out the increased dependence on MP.

FOUND SPELLS AND SPELL ITEMS

SPELL	TYPE	EFFECT
Curse Tome	Black	Curses foes
Stop Tome	Black	Disrupts foes' sense of time, paralyzing them
Stun Tome	Black	Paralyzes foes
Unicorn Horn	—	A horn with the same effect as Basuna

DEIST CAVERN

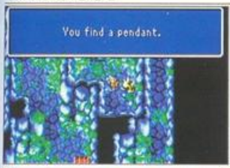
Even the king of Fynn could not prepare you for what you will find in Deist Cavern. It is a dank, dreadful place full of monsters that will challenge your skills as warriors. Spend time developing all of your spells to increase their effectiveness—particularly Protect and Cure, which will be essential if you are to remain alive long enough to complete the Wyvern's task.


ENTER/EXIT
230 gil
A
B
F
Mythril Armor
A
Pendant
H
Mage's Staff
G
Mythril Helm
B
Monster-in-a-box!
F
Ether
C
Mythril Gloves
Mythril Mirror
I
H
G
C
D
Mythril Shield
Acid Phial
E
I
J
D
E
CHIMERA
1 2 3
J
Flame Bow
Sage's Wisdom
Saint's Spirit
Monster-in-a-box!
Knight's Armor
1 2 3

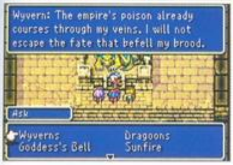
Avoid crossing the long wooden bridge—it is far too unstable. If you try to traverse it, you will fall to the floor and have to hike all the way back up.

Three of the four doors along the wall lead to monster-filled rooms—only the third door continues to the Chimera's lair. Heal your party completely and restore your MP before heading any further.

IN AND OUT


You find a pendant.

Go down the stairs east of the cave entrance to reach a small enclave. Search the helmet laying on the floor to discover the Pendant, which allows you to understand the Wyvern language. Return to the surface before exploring the dungeon any more.


Wyvern: The empire's poison already courses through my veins. I will not escape the fate that befell my brood.

When you return to speak with the Wyvern, you will understand his words. He will give you the Wyvern's Egg, the last spawn of the dying breed. You must venture to the Life Spring deep within the cavern to hatch the Wyvern before it dies, too.

BACK INTO THE CAVERN

Hill Gigas 2
Firion 581/ 627 69
Maria 370/ 389 64

Hill Gigas are the most dangerous regular enemies you will fight in Deist Cavern, and they often appear in pairs. Try to put one of them to sleep, then concentrate on attacking the other. Also cast the Curse spell; it greatly reduces the damage they can do.

Green Soul 5
Firion 810/ 810 33
Maria 462/ 481 42
Guy 752/ 993 64
Leila 429/ 429 20

In a bizarre turn of events, the Monster-in-a-box battle actually helps instead of harms. The Green Souls' primary "attack" is to cure your party members. Take advantage of this strange behavior by waiting to fight back until your party is fully healed.

FOUND WEAPONS

ARMOR	VALUE	DESCRIPTION
Flame Bow	2,000 gil	A bow dancing with flame
Mage's Staff	2,500 gil	A staff crackling with lightning

CHIMERAS

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
240	20	25	1-75	17	1-40	3-50	600	None

6 HIT
481
Chimera 3
Firion 379/ 835 34
Maria 447/ 500 22
Guy 633/1050 67
Leila 288/ 477 2

A pack of Chimeras stands between your party and the Life Spring. Before entering the fray, heal your party and refill your MP. Cast Protect early to defend your group against physical attacks, then drain the Chimeras' MP with the Sap spell. Other offensive spells aren't necessary—save your MP to heal your party. You should be able to wipe out the Chimeras with physical attacks after only a few rounds.

DO YOUR DUTY

The Life Spring is awash with a soft light...

Items
Wyvern Egg
Blizzard Tome

Don't forget that you came all the way down to the bottom of the cave to complete a task. After you defeat the Chimeras, walk up to the Life Spring and hit the A Button. Select the Wyvern Egg from your inventory to toss it into the spring. Nothing will happen right away; leave the dungeon and head back toward Deist Castle.

FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Mythril Armor	350 gil	Armor made of Mythril
Mythril Gloves	250 gil	Gloves made of Mythril
Mythril Helm	150 gil	A helm made of Mythril
Knight's Armor	2,500 gil	Armor given only to knights

FOUND SPELLS AND SPELL ITEMS

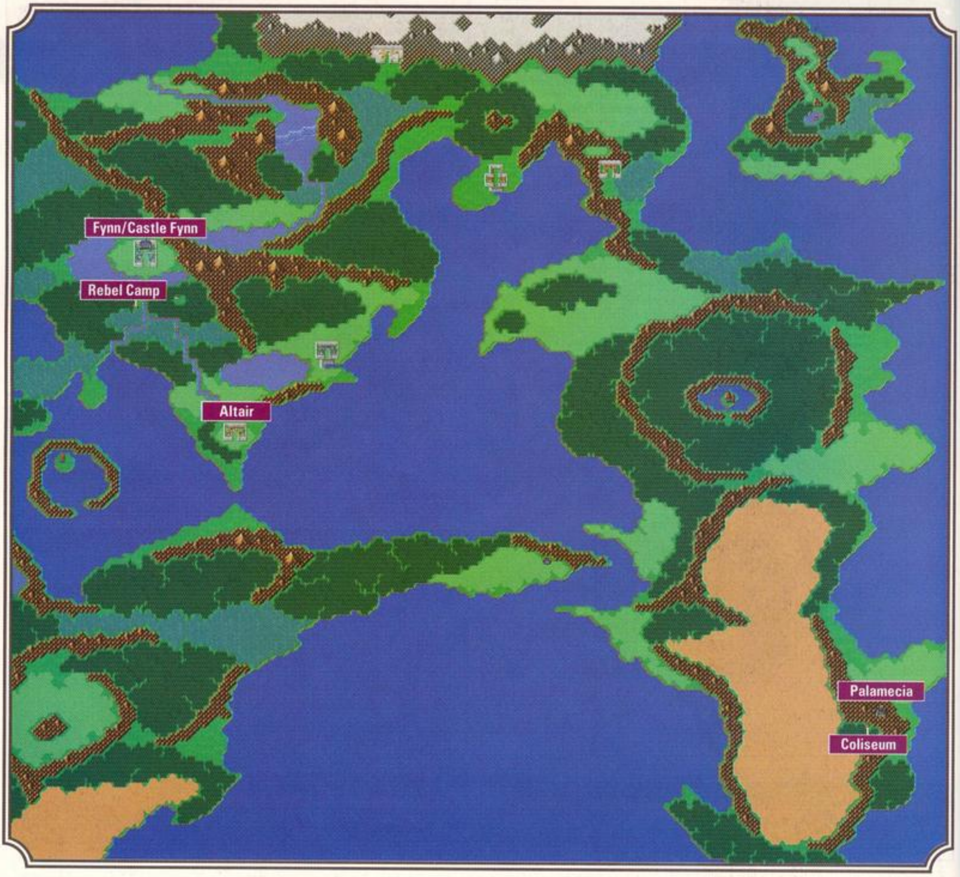
SPELL	TYPE	EFFECT
Mythril Mirror	—	A mirror with the same effect as Wall
Sage's Wisdom	—	A stone that maximizes Intelligence
Saint's Spirit	—	A crystal that maximizes Spirit
Acid Phial	—	Acid with the same effect as Scourge

ENEMY ENCOUNTERS: DEIST CAVERN

NAME	HP	ATK	DEF	GIL	WEAKNESS
Adamantoise	675	145	60	300-750	Ice
Dual Heads	80	25	17	18-300	Body
Ghast	100	25	9	75-450	Fire
Ghoul	60	17	4	37-300	Fire
Gigantoad	450	40	40	300-750	Ice
Hill Gigas	750	100	60	300-600	—
Land Turtle	140	35	35	37-300	Ice
Ogre	100	25	17	75-300	—
Ogre Chief	300	40	35	450-750	—
Ogre Mage	140	25	17	75	—
Revenant	240	40	25	450-900	Fire
Shadow	45	17	9	18-150	Fire
Stalactite	240	35	35	150-600	Poison
Wraith	60	9	9	37-300	Fire
Yellow Soul	20	35	25	150-600	—

PATH TO
FREEING FYNN

Just as the uprising against the empire is about to begin, Princess Hilda is kidnapped. Rush to save her and keep the rebellion on course. Castle Fynn's doors have been battered down—it is time for your stalwart band to drive out the evil occupiers and put the rightful king on the throne once more.

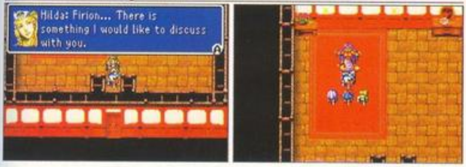

Fynn/Castle Fynn
Rebel Camp
Altair
Palamecia
Coliseum

RETURN TO ALTAIR

With your work done in Deist for now, it is time to head back to the rebel base. Gordon has assumed the throne, and has been keeping an eye on Princess Hilda, who he says hasn't been herself recently.

Gordon couldn't be more correct—a dangerous monster poses as the princess, who has once again gone missing. Defeat the Lamia Queen and join up with an old friend to rescue Hilda.

A SIMPLE REQUEST


Hilda: Firion... There is something I would like to discuss with you.

The king will request that you check on the princess. Before you do, remove any of Leila's weapons or armor; she'll depart soon. When you visit Hilda, she will ask the rest of the party to wait outside while she and Firion discuss rather intimate matters. When she has Firion alone, she will change into a snakelike monster, but the commotion will trigger your party to rush back in to aid in the battle.

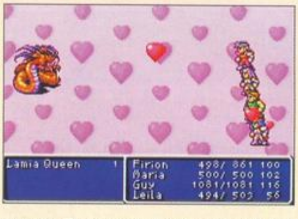
REUNITE WITH ROYALTY

...I want to help you rescue Hilda.

After you've eliminated the Lamia Queen, Gordon will break more bad news about Hilda. Your next stop is along the far eastern shore in Palamecia, where she is being held as a prize in a tournament. Gordon will join your party once again, and Leila and her pirate crew will leave you to lead the army and keep an eye on the rebel hideout.

LAMIA QUEEN

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
1,290	370	50	8-95	50	2-75	7-40	15,000	None

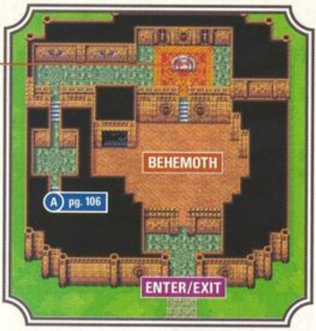


The Lamia Queen does much of her damage indirectly; her Charm spell induces party members to attack themselves or others within the party. While a player is charmed, you have no control over his actions. Try to cast Esuna to break the charm, but otherwise just try to keep your party members alive. The queen also uses an occasional direct attack that does plenty of damage—cast Protect early to increase your party's Defense.

THE COLISEUM IN PALAMECIA

Leila and her crew are occupied managing the rebel army, so she no longer needs her ship. Sail the same route you took to Castle Deist, then continue south along the coastline, past Kashuan Keep and to the bay east of the desert. You'll have to walk the rest of the way—disembark and head south along the west side of the mountain range to reach the coliseum.

Your coliseum debut does not start well—as soon as you try to speak to the emperor, the Behemoth will attack you. After the battle, when you try again to reach the emperor, you will be led into a trap and taken to the dungeon.

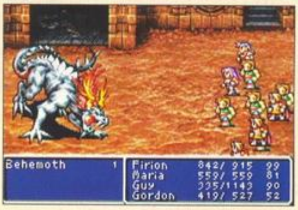


THE EMPEROR'S NEW CLOTHES

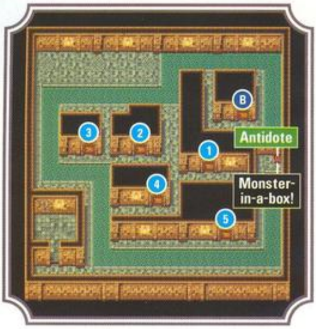
You'll cross paths with the emperor several times during the game. His appearance will change radically each time you see him—sometimes he will even appear as a woman.

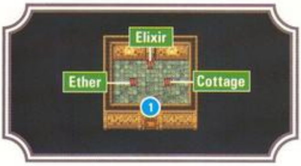
BEHEMOTH

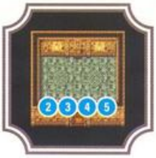
HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
2,000	0	90	3-95	65	1-40	4-50	0	None

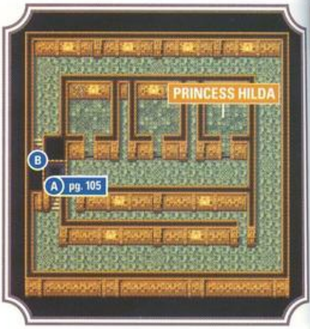


Be prepared to battle as soon as you enter the coliseum—you won't have time to heal once you're inside. The Behemoth's fighting method is straightforward: it just hits its opponent as hard as it can. Don't worry about protecting yourself against magic attacks; instead, cast Blink to increase Evasion, and then try to put the Behemoth to sleep. The beast has a lot of HP, so settle in for a long fight.

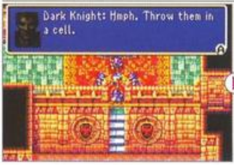


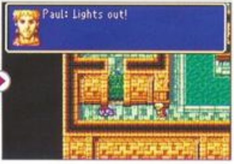






HELL IN A CELL


Dark Knight: Hmph. Throw them in a cell.


Paul: Lights out!

After the battle, the emperor will appear defenseless on his throne, but he will disappear just before you can reach him, and his guards will throw you in the dungeon. Your old friend Paul owes you a favor from Semitt Falls and will stop by to reconcile—he'll knock out the guard and free you from the cell.

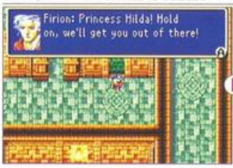
ENEMY ENCOUNTERS: PALAMECIA REGION

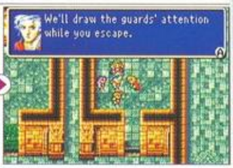
NAME	HP	ATK	DEF	GIL	WEAKNESS
Adamantoise	675	45	60	300-750	Ice
Antlion	370	50	40	300-750	Ice, Poison
Chimera	700	60	50	450-900	—
Gigantoad	450	40	40	300-750	Ice
Land Ray	450	40	40	450-900	—
Poison Toad	300	35	35	75-150	Ice
Wild Horn	300	40	35	150-600	—

GOTTA CATCH 'EM ALL

If you are looking to complete your bestiary, visit the small rooms inside the dungeon. The fights in there are brutal at your current level; you can always come back later in the game to blast through the battles. Elsewhere in the dungeon, you will engage in very few random melees.

ALONE IN THE DARK


Firion: Princess Hilda! Hold on, we'll get you out of there!


We'll draw the guards' attention while you escape.

Gordon doesn't stick around with your party for very long. As soon as you break Hilda free from her cell, he will leave to accompany her back to Altair. Remove any weapons and armor from him before rescuing the princess. After she and Gordon leave, make your way out of the coliseum.

ENEMY ENCOUNTERS: COLISEUM

NAME	HP	ATK	DEF	GIL	WEAKNESS
Captain	750	60	50	300-450	—
Chimera	700	60	50	450-900	—
Death Flower	540	40	40	300-750	Ice, Fire
Magician	80	17	9	75	—
Parasite	300	35	40	450-900	Ice
Revenant	240	40	25	450-900	Fire
Sergeant	420	35	25	150-300	—
Sorcerer	140	25	17	600	—
Specter	300	25	25	600-1,200	Fire
Wizard	540	40	35	1,500-2,250	—

RETURN TO ALTAIR

If you have forgotten where you left your ship, consult the overworld map and select the ship to view its location. When you return to your vessel, sail all the way back to the shore outside the rebel base. The rebellion is in full swing, and most of Altair has taken up arms against the empire. Almost every citizen has left town and set up camp outside Fynn in preparation for liberating the castle.

NOBODY'S HOME

Prince Gordon and Princess Hilda have pitched camp near Fynn.

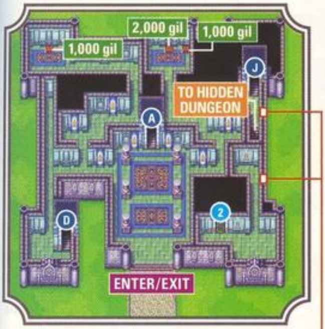
The town has been abandoned, with only two exceptions: all of the shopkeepers, and a man who will tell you about the fort. Rest up and replenish your supplies before leaving the town.

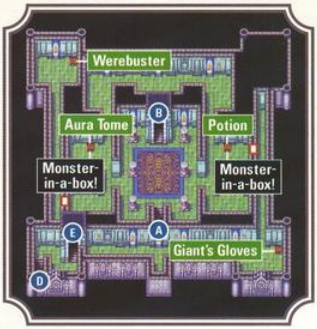
PITCHING A TENT

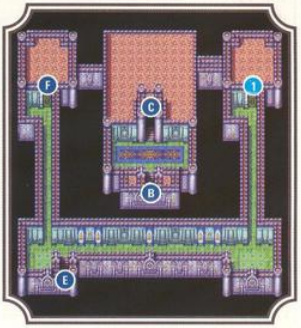
The rebels have set up a makeshift base across the bridge to the west of Gatrea. Gordon and Hilda are there, as are plenty of soldiers who are rallying for the upcoming invasion, but otherwise there isn't much to do.

CASTLE FYNN

The rebel army's advanced troops have made some headway into Fynn. When you get to the fortification, instead of turning in to the city, go north through the unlocked castle doors. Head directly to the throne room right away to eliminate the head of the occupying forces. Alternatively, stay near the entrance and fight monsters to level up your party, always ready to leave when you are low on health.

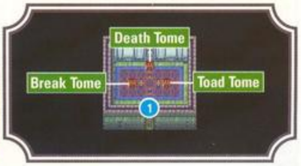

1,000 gil
2,000 gil
1,000 gil
J
TO HIDDEN DUNGEON
A
D
2
ENTER/EXIT

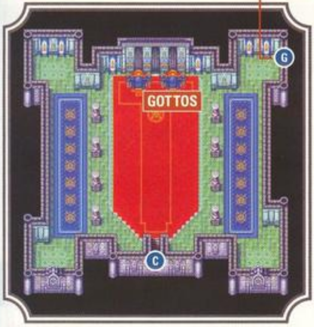

Werebuster
B
Aura Tome
Potion
Monster-in-a-box!
Monster-in-a-box!
E
A
Giant's Gloves
D

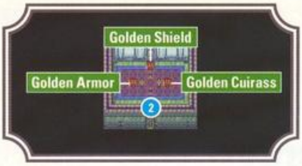


After you have defeated Gottos (see p.108) and learned the secret words from Hilda, say the words in the northeast corner of the throne room to open a secret door in the wall.

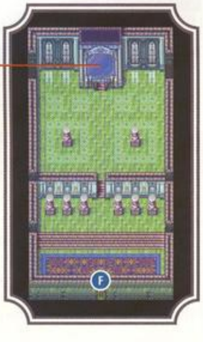
To get to the room that contains all of the golden armor, walk through the hole in the wall and onto the grassy strip outside the castle. Head south and reenter the castle at the corridor below the staircase. Careful—if you walk too far east after exiting the castle walls, you will be transported back to the overworld and have to walk all the way back.

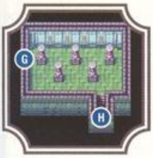

Death Tome
Break Tome
Toad Tome
1

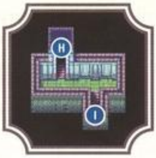



Golden Shield
Golden Armor
Golden Cuirass
2

Remember the location of the mirror in Fynn Castle—Later in the game you will return here with Ricard to summon the Wyvern that you left to hatch in Deist Cavern.







AN OLD PARTY MEMBER

Once again, Leila will join your party. Her stats and items are the same as when you left her in Altair; re-equip her with the weapons and armor she had before.

WEREBUSTIN'

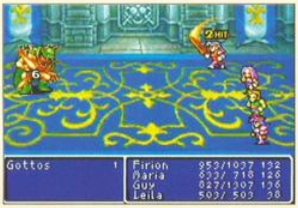
Walk through the wall at the end of the short passage below the treasure chest that holds the Aura Tome, then walk up the narrow hallway to grab the Werebuster mace.

AS LONG AS THEY FIT

Just to the right of the chest containing the potion, walk through the hole in the wall to find a narrow corridor. Head south to find the Giant's Gloves.

GOTTOS

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
2,000	80	70	6-90	60	1-65	5-40	1,200-3,000	None



The path to Gottos will be much more difficult than the battle itself. Even he seems shocked that rebels made it all the way to the throne room. Most of Gottos's spells augment his abilities, such as Haste, which gives him more attacks per round. Try to Curse Gottos, then render his spells useless by striking quickly, preventing him from getting off any powered-up attacks.

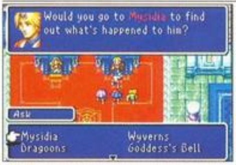
ENEMY ENCOUNTERS: CASTLE FYNN

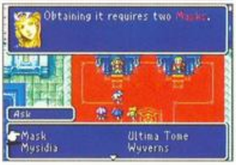
NAME	HP	ATK	DEF	GIL	WEAKNESS
Brain	240	40	35	450-900	Mind
Captain	750	60	50	300-450	—
Chimera	700	60	50	450-900	—
Death Flower	540	40	40	300-750	Ice, Fire
Dual Deads	45	17	9	9-75	Fire
Dual Heads	80	25	17	18-300	Body
Magician	80	17	9	75	—
Parasite	300	35	40	450-900	Ice
Revenant	240	40	25	450-900	Fire
Sergeant	420	35	25	150-300	—
Sorcerer	140	25	17	600-600	—
Specter	300	25	25	600-1,200	Fire
Stalagmite	240	40	40	600-1,200	—
Wizard	540	40	35	1,500-2,250	—

FOUND WEAPON

WEAPON	VALUE	DESCRIPTION
Werebuster	1,000 gil	A spiked mace effective against werebeasts

LEARN THE PASSWORD

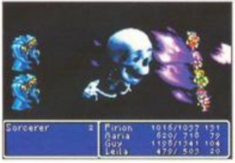

Would you go to Mysidia to find out what's happened to him?


Obtaining it requires two Masks.

Having completed two of the three tasks the former king laid out, Gordon anxiously awaits Minwu's return. The wizard has headed to Mysidia, the land of mages, to retrieve the Ultima Tome. The impatient Gordon asks you to go there to aid in Minwu's hasty return.

Minwu left without the items necessary to obtain the Ultima Tome. Hilda explains that you must have two masks to claim the tome, but she knows the location of only one of them: under Castle Fynn. She will give you the password to the secret dungeon under the castle.

FYNN'S WAKE



The Sorcerers in Castle Fynn cast a spell that can wipe out your party at once: Death. Your only hope is to raise your Magic Defense early in the battle by using the Shell spell, and cross your fingers. Make sure multiple party members have the Life spell to resurrect downed allies.

FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Giant's Gloves	750 gil	Gloves that enhance strength
Gold Cuirass	500 gil	A breastplate made of gold
Golden Armor	1,000 gil	Golden armor resistant to Poison
Golden Shield	350 gil	Golden shield resistant to Poison

FOUND SPELLS AND SPELL ITEMS

SPELL	TYPE	EFFECT
Aura Tome	Black	Enhances effectiveness against various foes
Break Tome	Black	Petrifies foes
Death Tome	Black	Kills foes instantly
Toad Tome	Black	Transforms foes into toads

RETURN TO FYNN

The town of Fynn has been liberated by the rebel army and all of the imperial Captains have been run out. Once again, people can roam free through the streets. Before plunging into the dungeon beneath Castle Fynn, return to the city to rest at the inn. The shopkeepers have all returned as well—stock up on supplies and check out the inventory at the armor, weapon and spell shops.

THE TOWN OF FYNN

To quickly find the store locations while in town, consult the map on page 83. The item shop contains the same products as the shops in previous towns.

INN SANCTUARY

WEAPON SHOP

WEAPON	PRICE	DESCRIPTION
Flame Bow	4,000 gil	A bow dancing with flame
Trident	3,500 gil	A three-pronged spear
Werebuster	2,000 gil	A spiked mace effective against werebeasts
Wing Sword	5,000 gil	A light sword that slices through the air

ARMOR SHOP

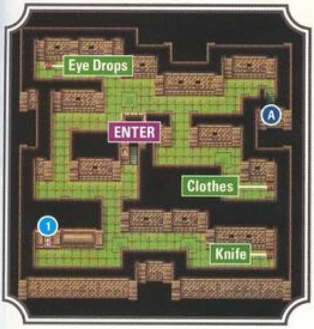
ARMOR	PRICE	DESCRIPTION
Giant's Helm	500 gil	A helm containing the power of giants
Gold Cuirass	1,000 gil	A breastplate made of gold
Golden Armor	2,000 gil	Golden armor resistant to Poison
Golden Shield	700 gil	Golden shield resistant to Poison

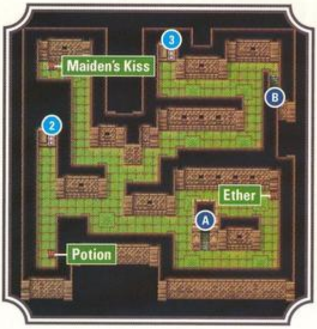
SPELL SHOP

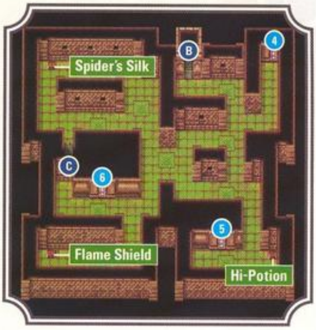
SPELL	PRICE	EFFECT
Dispel Tome	2,000 gil	Removes protective magic barriers
Fog Tome	2,000 gil	Inflicts Amnesia on foes
Mini Tome	2,000 gil	Shrinks foes
Slow Tome	2,000 gil	Temporarily reduces foes' number of attacks

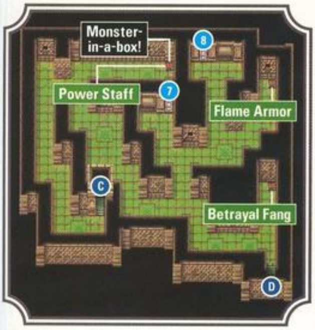
FYNN'S HIDDEN DUNGEON

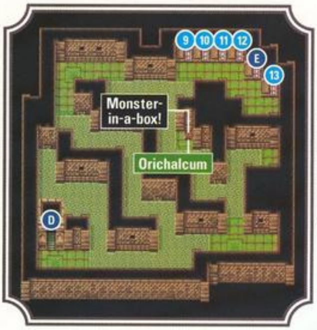
The White Mask waits deep under Castle Fynn. Enter the castle dungeon through the secret wall in the castle's audience chamber. The dungeon is a winding maze of monsters and doors to nowhere. The rebel army may have driven all the monsters from the upper levels of the castle, but the dungeon is still densely populated. After grabbing the mask, head north to exit the dungeon quickly.

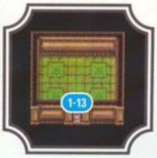

Eye Drops
A
ENTER
Clothes
1
Knife

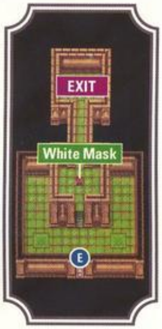

3
Maiden's Kiss
B
2
Ether
A
Potion


B
4
Spider's Silk
C
6
5
Flame Shield
Hi-Potion


Monster-in-a-box!
8
Power Staff
7
Flame Armor
C
Betrayal Fang
D


9
10
11
12
E
13
Monster-in-a-box!
Orichalcum
D




EXIT
White Mask
E

FOUND WEAPONS

WEAPON	VALUE	DESCRIPTION
Knife	20 gil	A small knife
Orichalcum	1,500 gil	A knife made of Orichalcum
Power Staff	4,000 gil	A staff made for striking

FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Clothes	10 gil	Ordinary clothing
Flame Armor	5,000 gil	Armor dancing with flame
Flame Shield	2,500 gil	Fiery shield resistant to Ice

FOUND SPELLS AND SPELL ITEMS

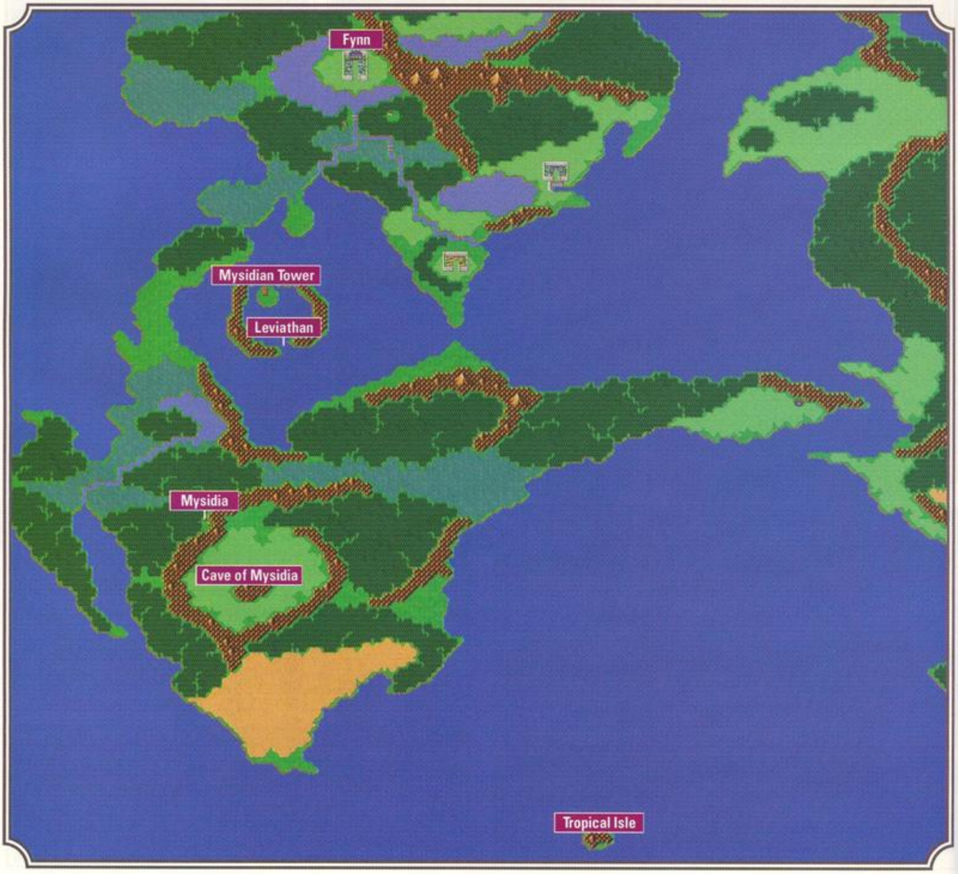
SPELL	TYPE	EFFECT
Betrayal Fang	—	A fang with the same effect as Confuse
Maiden's Kiss	—	Cures Toad
Spider's Silk	—	A silk strand with the same effect as Slow

ENEMY ENCOUNTERS: CASTLE FYNN'S DUNGEON

NAME	HP	ATK	DEF	GIL	WEAKNESS
Adamantoise	675	145	60	300-750	Ice
Brain	240	40	35	450-900	Mind
Changer	140	35	25	150-600	Mind
Ghast	100	25	9	75-450	Fire
Green Soul	6	25	17	150-600	—
Killer Mantis	750	60	50	600-1,200	Ice
Ogre Chief	300	40	35	450-750	—
Ogre Mage	140	25	17	75	—
Parasite	300	35	40	450-900	Ice
Revenant	240	40	25	450-900	Fire
Specter	300	25	25	600-1,200	Fire
Stunner	100	17	17	75-450	—
Wraith	60	9	9	37-300	Fire

PATH TO THE ULTIMA TOME

Minwu was to find and retrieve the Ultima Tome in the three-pronged plan that the late king laid out to combat the empire. But he since has not returned, and the time to attack is at hand. Follow his footsteps to Mysidia Tower in an effort to aid his cause and bring back the one magic that can save the world from the emperor's evil.


Fynn
Mysidian Tower
Leviathan
Mysidia
Cave of Mysidia
Tropical Isle

MYSIDIA

Sail southwest from Altair to the lowest part of the large sea, then walk west between two mountain ranges to find Mysidia. The mages who live in the secluded town don't see many travelers, but they'll help out however they can. Some of the wise townsfolk remember Minwu passing through not long ago—an indication that you're on the right track.

INN ◆ SANCTUARY

ITEMS SHOP

SEE PG. 81

WEAPON SHOP

WEAPON	PRICE	DESCRIPTION
Flame Lance	15,000 gil	A lance wreathed in flame
Ice Bow	5,000 gil	A bow encrusted with ice
Ogrekiller	15,000 gil	An axe effective against Ogres
Power Staff	8,000 gil	A staff made for striking

ARMOR SHOP

ARMOR	PRICE	DESCRIPTION
Giant's Gloves	1,500 gil	Gloves that enhance Strength
Ice Shield	5,000 gil	An icy shield resistant to Fire
Knight's Armor	5,000 gil	Armor given only to knights
Thief's Gloves	1,000 gil	Gloves that enhance Agility

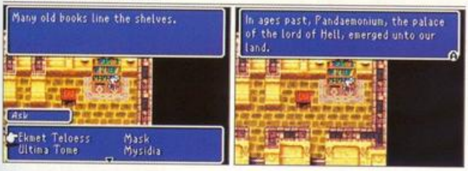
SHOP INFORMATION: SPELLS

As you'd expect in a town whose population is exclusively mages, the spell shop in Mysidia is enormous. The Barrier and Wall spells improve your Defense, and Holy dispenses a powerful attack. The Swap spell is a little tricky to use but can be a powerful tool for a party member who's low on health.

SPELL SHOP

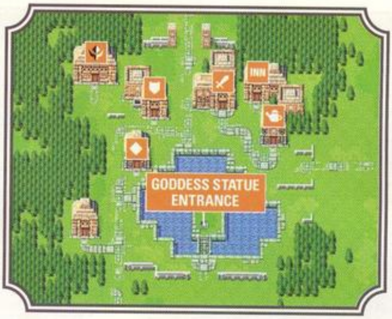
SPELL	PRICE	EFFECT
Barrier Tome	5,000 gil	Raises a barrier to defend against special attack
Basuna Tome	600 gil	Cures status ailments that wear off after battle
Blink Tome	300 gil	Creates a double image, raising Evasion
Blizzard Tome	150 gil	Deals Ice damage
Cure Tome	100 gil	Restores HP
Esuna Tome	600 gil	Cures status ailments
Fear Tome	600 gil	Strikes fear in foes' hearts, making them flee
Fire Tome	150 gil	Deals Fire damage
Holy Tome	20,000 gil	Deals holy damage
Life Tome	1,000 gil	Revives a KO'd ally
Protect Tome	300 gil	Creates a magic curtain, raising Defense
Sap Tome	1,000 gil	Reduces foes' MP
Shell Tome	300 gil	Envelops target in magic, raising Magic Defense
Silence Tome	600 gil	Silences foes
Swap Tome	5,000 gil	Switches HP and MP with foes
Teleport Tome	1,000 gil	Banishes foe or transports party from dungeon
Thunder Tome	150 gil	Deals Lightning damage
Wall Tome	5,000 gil	Forms a magic wall, raising Magic Defense
Warp Tome	1,000 gil	Banishes foe or transports party back one floor

TELL-ALL TALES

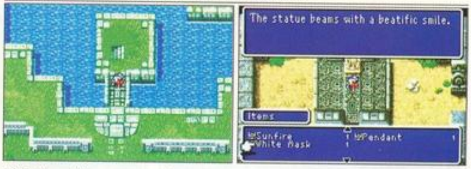

Many old books line the shelves.

In ages past, Pandaemonium, the palace of the lord of Hell, emerged unto our land.

The scholars in the town have been collecting books on folklore across the world. Learn the history behind many of your adventures, including the origin of the Dragoons, the legend of the Goddess's Bell and the purpose of the Ultima Tome.



PLACING OF THE WHITE MASK


The statue beams with a beatific smile.

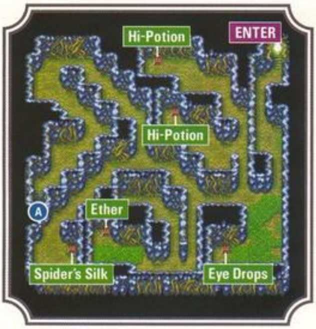
Visit the goddess statue underneath the lake by walking out onto the small central island and descending the stairs. All you can do is place the White Mask onto the statue. Nothing will happen until the Black Mask is placed in its proper location.

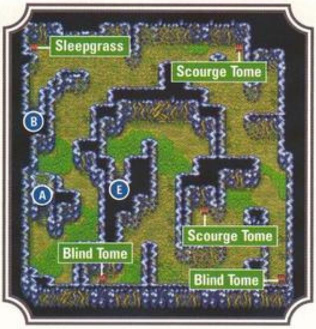
ENEMY ENCOUNTERS: MYSIDIA REGION

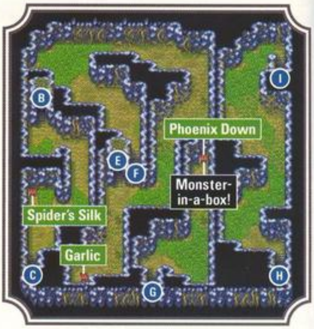
NAME	HP	ATK	DEF	GIL	WEAKNESS
Behemoth	2,000	90	65	0-0	—
Big Horn	1,140	50	50	750-1,500	—
Black Flan	370	40	210	450-900	Fire
Bomb	640	60	50	450-900	Lightning, Fire
Brain	240	40	35	450-900	Mind
Cockatrice	370	35	40	600-1,200	—
Flying Ray	750	60	50	600-1,200	—
Ghast	100	25	9	75-450	Fire
Ghost	540	35	35	750-1,500	Fire
Gottos	2,000	70	60	1,200-3,000	—
Hill Gigas	750	100	60	300-600	—
Imp	300	35	35	750-1,500	—
Killer Mantis	750	60	50	600-1,200	Ice
Malboro	750	50	50	450-900	Lightning
Mine	190	35	25	37-300	Lightning, Fire
Parasite	300	35	40	450-900	Ice
Red Mousse	100	25	210	75-450	Lightning
Red Soul	540	35	40	18-150	—
Revenant	240	40	25	450-900	Fire
Specter	300	25	25	600-1,200	Fire
Vampire Girl	540	40	50	750-1,500	Fire
Werewolf	540	50	50	750-1,500	—
Wraith	60	9	9	37-300	Fire

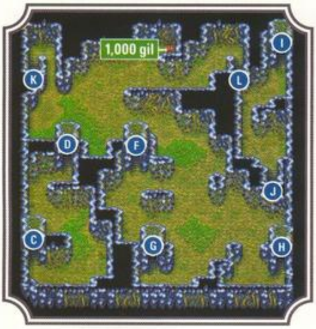
THE TROPICAL ISLE

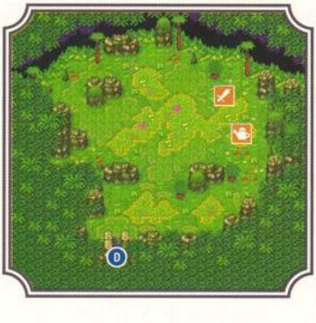
Consult your map frequently to navigate to the tiny Tropical Isle in the far southern part of the world. Deep below the surface, a small civilization of masked people lives in solitude. Through funny accents they plead for you not to take the Black Mask—they are not aware that the treasure they revere so deeply can help save the world from peril.

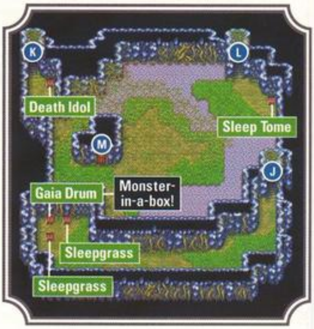

Hi-Potion
ENTER
Hi-Potion
A
Ether
Spider's Silk
Eye Drops


Sleepgrass
Scourge Tome
B
A
E
Scourge Tome
Blind Tome
Blind Tome


I
B
Phoenix Down
E
F
Monster-in-a-box!
Spider's Silk
Garlic
C
G
H


1,000 gil
I
K
L
D
F
J
C
G
H




K
L
Death Idol
M
Sleep Tome
J
Gaia Drum
Monster-in-a-box!
Sleepgrass
Sleepgrass

MORE MAGIC

Kills target instantly.

Cure
Fire
Teleport

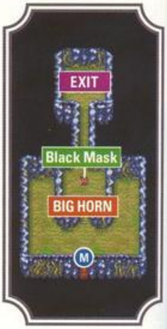
Death

MP 156/156
MP Cost 8

The monsters in Tropical Isle are a welcome respite from the kinds you just fought in Castle Fynn. Spend time upgrading spells you may have recently acquired; those such as Death and Holy must be at pretty high levels to be reliable.

ENEMY ENCOUNTERS: TROPICAL ISLE

NAME	HP	ATK	DEF	GIL	WEAKNESS
Changer	140	35	25	150-600	Mind
Dual Deads	300	40	25	300-750	Fire
Dual Heads	80	25	17	18-300	Body
Poison Toad	300	35	35	75-150	Ice
Red Mousse	100	25	210	75-450	Lightning
Stunner	100	17	17	75-450	—
Wererat	60	17	4	37-300	—
Wild Horn	300	40	35	150-600	—
Yellow Jelly	45	17	210	4-37	Ice, Fire


EXIT
Black Mask
BIG HORN
M

SHOP INFORMATION: WEAPONS AND ITEMS

The two different-looking villagers in the northeast corner of the clearing are merchants. One of them will sell you armor and weapons that you haven't yet come across, but they are probably weaker than the equipment you already have. The other merchant sells ordinary item refills.

WEAPON, ARMOR & ITEM MERCHANT

WEAPON	PRICE	DESCRIPTION
Demon Axe	8,000 gil	An axe of colossal size
Demon Spear	8,000 gil	A light spear that tears through the air
Gaia Drum	3,000 gil	A drum that summons an earthquake
Ruby Cuirass	600 gil	A breastplate studded with rubies

FOUND SPELLS AND SPELL ITEMS

SPELL	TYPE	EFFECT
Blind Tome	Black	Blinds target with darkness
Death Idol	—	A talisman with the same effect as Fear
Gaia Drum	—	A drum that summons an earthquake
Scourge Tome	Black	Deals Poison damage
Sleep Tome	Black	Puts foe to sleep
Sleepgrass	—	An herb with the same effect as Sleep
Spider's Silk	—	A silk strand with the same effect as Slow

QUICK ESCAPE

Just beyond the treasure chest that contains the Black Mask is an exit portal, which will take your party back to the cave's entrance. If you have plenty of MP left from the trip down, walk back to the surface, casting spells frequently to upgrade them along the way.

ITEM SHOP

ITEM	PRICE	DESCRIPTION
Antidote	30 gil	Cures Poison
Ether	1,000 gil	Restores a small amount of MP
Hi-Potion	150 gil	Restores HP
Potion	30 gil	Restores a small amount of HP

BIG HORN

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
1,140	0	50	4-85	50	1-60	6-30	750-1,500	None

Protect Lv. 6

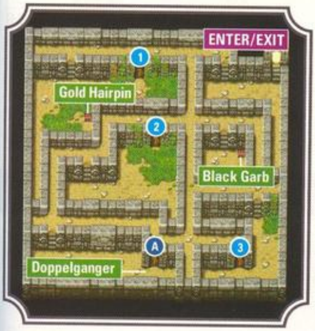
Big Horn 4

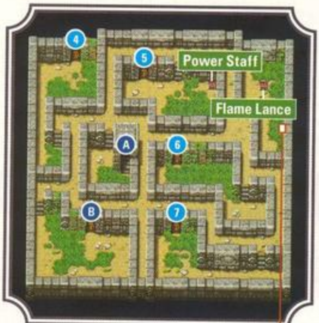
Firion 532/1077 102
Maria 739/ 739 96
Guy 548/1130 129
Leila 248/ 248 80

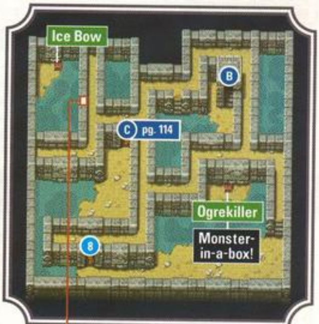
You may have already encountered Big Horns outside of the town of Mysidia. They have a lot of HP and a pretty high Defense, but they shouldn't be too much trouble. Stick to physical attacks and gang up on one enemy at a time to wipe them out quickly. After defeating the Big Horns, open the treasure chest to claim the Black Mask.

CAVE OF MYSIDIA

Much like Kashuan Keep, the Cave of Mysidia is secluded within a ring of mountains. Head east from the town of Mysidia through swampland until the mountain ridge stops, then double back below the narrow range. The monsters along this route are very difficult; study the bestiary to find out the strengths and weaknesses of the enemies that you will encounter.





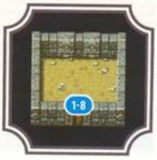


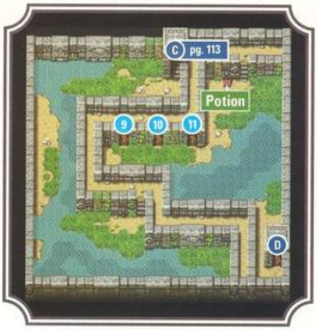
BODY DOUBLE

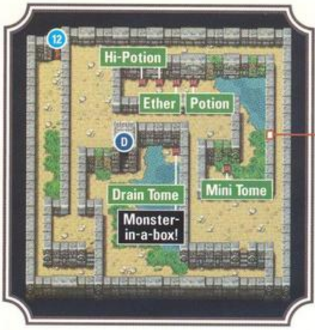
The purity of Firion's heart is stifling the defiled heart of the creature.

In front of a door on the first floor of the dungeon is a Doppelganger, a creature that has assumed your appearance. Place the Black Mask on its face to make the brute vanish. Head through the door beyond where the Doppelganger was standing to continue through the level.

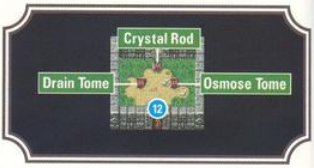
To collect two of the most powerful weapons in the cave, you will have to find a hole in each wall nearby. Test all along the walls to find the entrances to the small alcoves that bear the Flame Lance and the Ice Bow. Consult the maps above for the specific location of each secret passage.

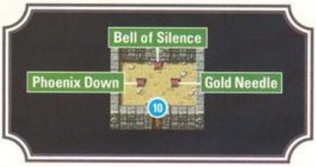






Walk through the hole in the wall on the right side of the level to reach all the treasures but the Drain Tome.





FOUND WEAPONS

WEAPON	VALUE	DESCRIPTION
Flame Lance	7,500 gil	A lance wreathed in flame
Ice Bow	2,500 gil	A bow encrusted with ice
Orgekiller	7,500 gil	An axe effective against Ogres
Power Staff	4,000 gil	A staff made for striking

FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Black Garb	1,250 gil	An outfit that enhances Agility
Gold Hairpin	300 gil	A golden hairpin resistant to Lightning

FOUND SPELLS AND SPELL ITEMS

SPELL	TYPE	EFFECT
Bell of Silence	—	A bell with the same effect as Silence
Drain Tome	Black	Absorbs foes' HP
Mini Tome	White	Shrinks foe
Osmose Tome	Black	Absorbs foes' MP

GRAB THE LOOT AND GET OUT

After you have grabbed the Crystal Rod, teleport out of the cave. It would be an enormous drain on your health and resources to try to walk all of the way back to the surface, and the hike back to Mysidia is dangerous enough at full strength.

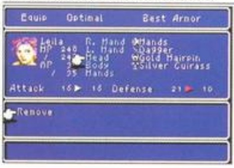
ENEMY ENCOUNTERS: CAVE OF MYSIDIA

NAME	HP	ATK	DEF	GIL	WEAKNESS
Black Flan	370	40	210	450-900	Fire
Brain	240	40	35	450-900	Mind
Changer	140	35	25	150-600	Mind
Cockatrice	370	35	40	600-1,200	—
Death Flower	540	40	40	300-750	Ice, Fire
Flying Ray	750	60	50	600-1,200	—
Ghast	100	25	9	75-450	Fire
Ghost	540	35	35	750-1,500	Fire
Gigantoad	450	40	40	300-750	Ice
Malboro	750	50	50	450-900	Lightning
Parasite	300	35	40	450-900	Ice
Red Mousse	100	25	210	75-450	Lightning
Red Soul	540	35	40	18-150	—
Revenant	240	40	25	450-900	Fire
Rhyos	750	60	50	750-1,500	—
Specter	300	25	25	600-1,200	Fire
Wild Horn	300	40	35	150-600	—
Wraith	60	9	9	37-300	Fire
Yellow Jelly	45	17	210	4-37	Ice, Fire
Yellow Soul	20	35	25	150-600	—

◈ LEVIATHAN ◈

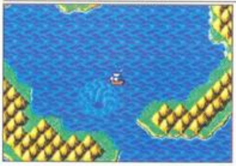
Now that you have the Crystal Rod, it is time to head to Mysidian Tower. But as you approach the tower, a mighty whirlpool will appear in your ship's path. You can't avoid it—your crew will be sucked down into the Leviathan, a giant sea creature that swallows everything in its path. While in its stomach, meet other people who have suffered the same fate.

RECLAIM THE GOODS

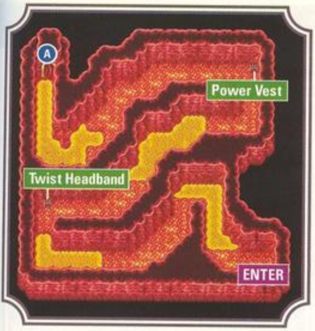

Equip Optimal Best Armor
Leila R. Hand Hands
HP 248 L. Hand Dagger
/ 24 Head Gold Hairpin
MP Body Silver Cuirass
/ 35 Hands
Attack 16 ▶ 16 Defense 21 ▶ 10
Remove

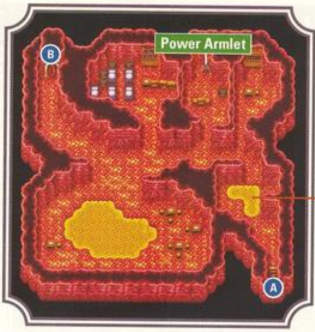
It is time once again to say goodbye to a party member—when you land inside the Leviathan, Leila won't be around. Be sure to strip her of her equipment before entering the inlet around Mysidian Tower; you're sure to get a new partner shortly.

GET IN MY BELLY

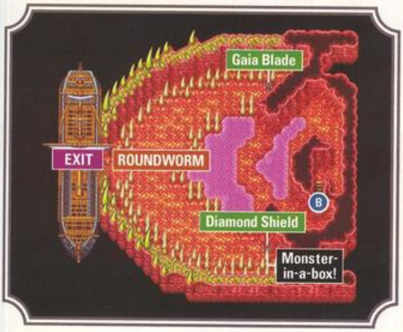


Head through the small gap in the atoll encircling Mysidian Tower to reach the tower itself. As you pass through the gap between the mountains, the whirlpool will form and drag your party underwater. Once inside the Leviathan, it is impossible to escape. Make sure your party's at full health before heading into the sea monster's dangerous belly.





Yellow and purple acid pools fill portions of the path inside the Leviathan. Find the shortest possible route through them—every step you take causes damage to each member of your party.



RICARD TO THE RESCUE

Power Armlet obtained from the chest.

Once you leave the Leviathan, you will not be able to go back in. Make sure you pick up all of the items in the area, as this is your only chance. There are several good armor upgrades, luckily—Ricard has low HP compared to the rest of your party, and needs all the protection he can get.

GRAB ALL THE GOODS

New arrivals, eh? So, who are you?

Items
Sunfire
White Mask
Crystal Rod
Pendant
Black Mask

Well, since we're looking for the same thing, we might as well team up.

A man with a winged headdress blocks your path inside the Leviathan. When you show him the Crystal Rod, he will inform you that he is a Dragoon, and he'll be shocked to learn that almost all of this famed winged infantry has perished. He, too, was headed to Mysidian Tower to retrieve the Ultima Tome; he will join you in your mission.

ROUNDWORM

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
2,500	0	120	6-95	100	1-10	4-50	2,250-3,000	None

You can equip Ricard with some spells before attacking the Roundworm, but he will make a greater impact with physical attacks. The Roundworm can cause devastating damage to one person at a time, but your party's combined force should wipe it out quickly. After the battle, escape the Leviathan by climbing onto the ship that the creature was guarding.

```
Roundworm    1   Firion   1110/1110  86
                 Maria     861/ 861  76
                 Guy      1056/1056  98
                 Ricard    549/ 549   4
```

WHIRLPOOL WOES

After you defeat the Roundworm and sail out of the Leviathan, the whirlpool will no longer impede your progress to the tower. You can head back to Altair to rest without the concern of being swallowed again.

FOUND WEAPONS

WEAPON	VALUE	DESCRIPTION
Gaia Blade	5,000 gil	A blade with the power to move the earth

FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Diamond Shield	4,000 gil	A diamond shield resistant to Lightning
Power Armlet	2,500 gil	Glove that enhances Strength
Power Vest	25 gil	A vest that enhances Strength
Twist Headband	25 gil	A twisted headband that focuses the mind

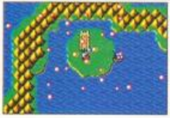
ENEMY ENCOUNTERS: LEVIATHAN

NAME	HP	ATK	DEF	GIL	WEAKNESS
Bolt Fish	540	60	50	600-1,200	—
Manta Ray	870	70	60	600-1,200	Lightning
Sea Dragon	870	70	60	600-1,200	Lightning

MYSIDIAN TOWER

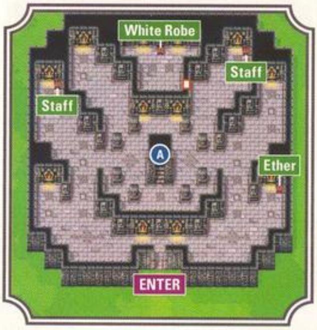
Not only are the monsters out to get you in Mysidian Tower, but the tower itself is dangerous—many of the floors are covered with damaging fire and ice. Be sure to pick up plenty of status-curing items such as Gold Needles and Eye Drops, before you enter the tower. Using them will save your party's MP for use in battle, where proper spell use is critical to success.

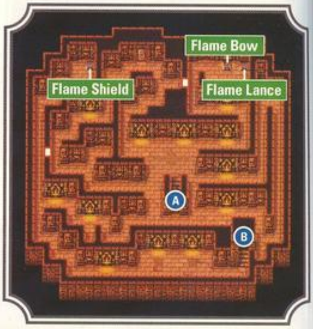
ENTER VIA THE ROD

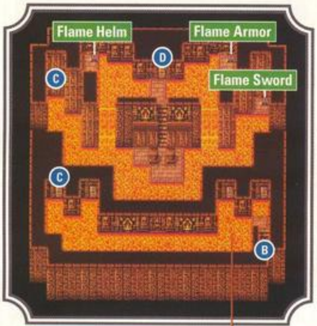


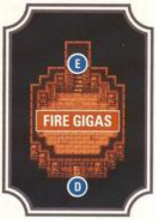
Hold up the Crystal Rod in front of the tower to gain access. You can exit the tower any time you like; use the Crystal Rod again to reenter. The tower's island is monster-infested; don't waste time walking around outside.

☐ The tricky builders of Mysidian Tower have made certain parts of the castle reachable only via walk-through walls. Look for small squares on the map to discover which walls are passable.


White Robe
Staff
Staff
A
Ether
ENTER


Flame Bow
Flame Shield
Flame Lance
A
B

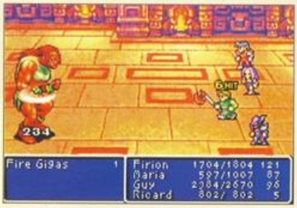

Flame Helm
Flame Armor
D
C
Flame Sword
C
B


E
FIRE GIGAS
D

Lava flows throughout the level—minimize the damage to your party by taking the most direct route from point to point.

FIRE GIGAS

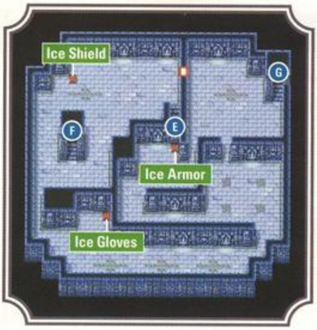
HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
1,800	240	100	6-95	100	1-40	4-50	900-1,500	Ice

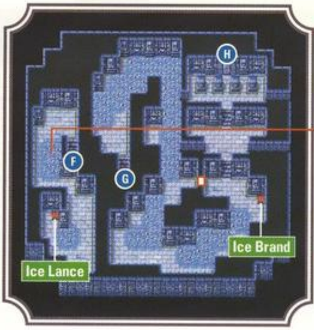


Fire Gigas 1

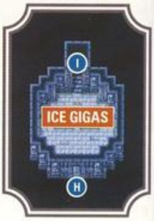
Firion 1704/1804 121
Maria 597/1007 87
Guy 2384/2670 96
Ricard 802/ 802 5

The small mage who stands in your way will transform into a Fire Gigas before your eyes. Freeze the monstrosity with repeated castings of Blizzard. Equip any bow-using characters with the Ice Bow to cause extra damage. The Fire Gigas's high Defense makes physical attacks basically useless—stick to magic if at all possible.


Ice Shield
G
F
E
Ice Armor
Ice Gloves


H
F
G
Ice Lance
Ice Brand

Avoid walking on the jagged ice floors—they will hurt your party. Also, each floor of the tower brings more random enemy battles, and the monsters get increasingly difficult. Consult the bestiary frequently to keep track of the strengths and weaknesses of newly encountered monsters.

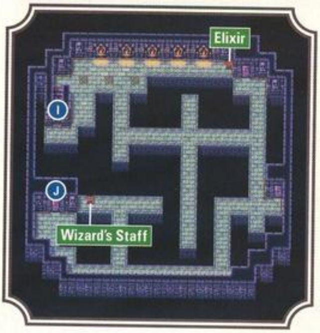

I
ICE GIGAS
H

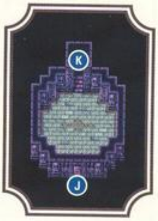
ICE GIGAS

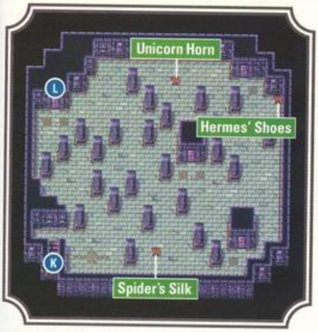
HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
2,000	140	120	7-95	120	1-50	4-50	900-1,500	Fire

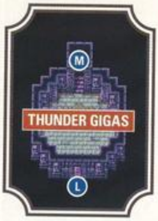
8 HIT
370
Ice Gigas 1
Firion 1952/2002 105
Maria 1110/1138 88
Guy 2514/2879 74
Ricard 982/1005 5

Just like the Fire Gigas was vulnerable to Ice attacks, the Ice Gigas is vulnerable to Fire attacks. However, the Ice Gigas tends to cast more spells than its fiery counterpart. Thankfully, none of its magic causes extraordinary damage. Use the fire-branded weapons you picked up on the tower's previous floors to waste the Ice Gigas.


Elixir
I
J
Wizard's Staff




Unicorn Horn
L
Hermes' Shoes
K
Spider's Silk

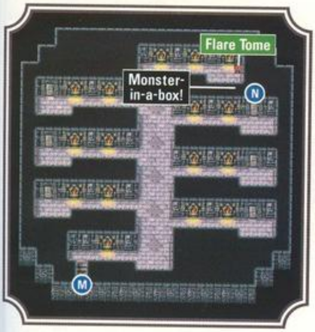

M
THUNDER GIGAS
L

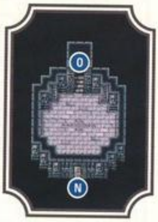
THUNDER GIGAS

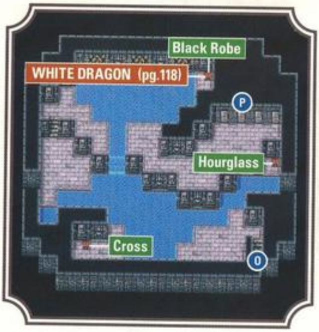
HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
2,500	370	150	8-95	150	1-60	4-50	1,200-1,500	Poison

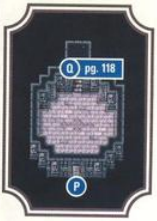
Thunder Gigas 1
Firion 1952/2085 84
Maria 449/1208 69
Guy 2417/2990 81
Ricard 1049/1091 5

The Thunder Gigas is more difficult than its earlier counterparts. Its only weakness is Poison, which means that if you have not spent time powering up someone's Scourge spell, it could be a long battle. In general, magic is more effective than physical attacks, but avoid the Thunder spell—the Thunder Gigas will absorb the damage.


Flare Tome
Monster-in-a-box!
N
M

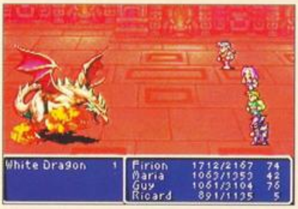



Black Robe
WHITE DRAGON (pg.118)
P
Hourglass
Cross
O



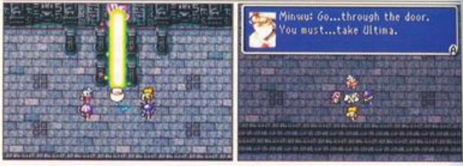
WHITE DRAGON

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
2,500	140	150	6-95	120	1-75	5-50	3,000-15,000	Fire



When you open the treasure chest that contains the Black Robe, an incredibly large dragon will attack. It can do massive damage with one swipe of its claws; resurrect characters with Phoenix Downs when necessary. The White Dragon is vulnerable to fire—burn it with Fire spells to defeat it quickly.

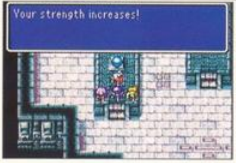
MENTAL ENERGY



Minwu: Go...through the door. You must...take Ultima.

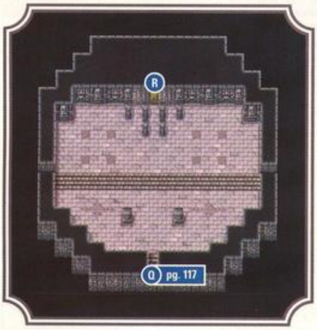
When you find Minwu at the top of Mysidian Tower, he'll be struggling to open the magically locked door that leads to the Ultima Tome. With heroic effort, Minwu will summon the last of his strength to break the magic seal.

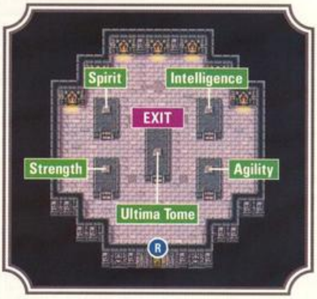
POWERBALLS



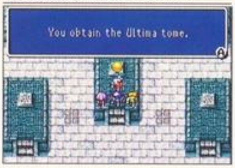
Your strength increases!

Ascend the daises in each corner of the room and search the sphere to improve each party member's attributes. Continue to each platform clockwise around the room to increase four different statistics.





THE ULTIMA TOME



You obtain the Ultima tome.

Collect the Ultima Tome from the gold sphere in the middle of the room. Teach the Ultima spell to a party member immediately, and begin to use it in battle to build up its strength.

ENEMY ENCOUNTERS: MYSIDIA TOWER

NAME	HP	ATK	DEF	GIL	WEAKNESS
Basilisk	750	70	50	750-1,500	—
Big Horn	1,140	50	50	750-1,500	—
Black Flan	370	40	210	450-900	Fire
Bomb	640	60	50	450-900	Lightning, Fire
Chimera	700	60	50	450-900	—
Death Flower	540	40	40	300-750	Ice, Fire
Devil's Bloom	1,140	70	70	900-2,250	Fire
Flying Ray	750	60	50	600-1,200	—
Ghast	100	25	9	75-450	Fire
Ghost	540	35	35	750-1,500	Fire
Hill Gigas	750	100	60	300-600	—
Ice Lizard	1,000	85	70	900-2,250	Fire
Imp	300	35	35	750-1,500	—
Killer Mantis	750	60	50	600-1,200	Ice
Malboro Terra	1,000	60	60	750-1,500	—
Red Mousse	100	25	210	75-450	Lightning
Red Soul	540	35	40	18-150	—
Revenant	240	40	25	450-900	Fire
Specter	300	25	25	600-1,200	Fire
Vampire Girl	540	40	50	750-1,500	Fire
Werewolf	540	50	50	750-1,500	—
Wraith	60	9	9	37-300	Fire

FOUND WEAPONS

WEAPON	VALUE	DESCRIPTION
Flame Bow	2,000 gil	A bow dancing with flame
Flame Lance	7,500 gil	A lance wreathed in flame
Flame Sword	5,000 gil	A sword wreathed in flame
Ice Brand	4,000 gil	A sword encrusted with ice
Ice Lance	7,500 gil	A bow encrusted with ice
Staff	25 gil	A wooden staff
Wizard's Staff	5,000 gil	A staff seething with poison

FOUND SPELLS & SPELL ITEMS

SPELL	TYPE	EFFECT
Flare Tome	Black	Sets off a fusion reaction to damage foes
Hermes' Shoes	—	Shoes with the same effect as Haste
Hourglass	—	An hourglass with the same effect as Stop
Spider's Silk	—	A silk strand with the same effect as Slow
Ultima Tome	White	The ultimate magic
Unicorn Horn	—	A horn with the same effect as Basuna

FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Black Robe	2,500 gil	A black robe that enhances Intelligence
Flame Armor	5,000 gil	Armor dancing with flame
Flame Helm	500 gil	A fiery helm resistant to Ice
Flame Shield	2,500 gil	Fiery shield resistant to Ice
Ice Armor	5,000 gil	Armor encrusted in ice
Ice Gloves	2,500 gil	Ice-encrusted gloves resistant to Fire
Ice Shield	2,500 gil	Icy shield resistant to Fire
White Robe	2,500 gil	A white robe that enhances Spirit

RETURN TO ALTAIR

Mysidian Tower has been an incredible challenge to your party, but you'll have no opportunity to rest after you leave. While you were retrieving the Ultima Tome, a mysterious force began wreaking havoc on Altair's residents. It appears that the town has been abandoned or destroyed; either way, you can no longer enter. You'll battle many more challenging monsters during your search for survivors.

YOU CAN NEVER GO HOME

Manta Ray
Firion 1777/2251 102
Maria 0/1469 86
Guy 2662/3163 76
Ricard 621/1179 5

Big Horn
Firion 2056/2251 96
Maria 1421/1469 46
Guy 2207/3163 69
Ricard 866/1224 5

If the trip through Mysidian Tower has made your party weary, use a Cottage to revive your strength before sailing back to the mainland. The monsters have gotten much tougher throughout the world, including those on the high seas.

GHOST TOWN

When you return to Altair, something is amiss. For some reason, you can't enter the town. In fact, you can't enter the nearby town of Gatrea either. The closest occupied area is the capital city of Fynn, but even its population seems noticeably down.

ENEMY ENCOUNTERS: AT SEA

NAME	HP	ATK	DEF	GIL	WEAKNESS
Bolt Fish	540	60	50	600-1,200	—
Manta Ray	870	70	60	600-1,200	Lightning
Sea Dragon	870	70	60	600-1,200	Lightning

ENEMY ENCOUNTERS: ALTAIR, GATREA, FYNN, PALOOM, POFT, BAFSK, SALAMAND & SEMITT FALLS REGIONS

NAME	HP	ATK	DEF	GIL	WEAKNESS
Big Horn	1,140	50	50	750-1,500	—
Bomb	640	60	50	450-900	Lightning, Fire
Captain	750	60	50	300-450	—
Hill Gigas	750	100	60	300-600	—
Sergeant	420	35	25	150-300	—
Sorcerer	140	25	17	600-600	—
Werepanther	190	35	25	75-450	—

ENEMY ENCOUNTERS: KASHUAN KEEP REGION

NAME	HP	ATK	DEF	GIL	WEAKNESS
Death Flower	540	40	40	300-750	Ice, Fire
Imperial Shadow	3,000	120	120	0	—
Malboro Terra	1,000	60	60	750-1,500	—
Sand Worm	1,290	100	40	1,200-3,000	—
Scissorjaws	870	70	60	1,500-3,000	—

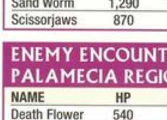
ENEMY ENCOUNTERS: COLISEUM & PALAMECIA REGIONS

NAME	HP	ATK	DEF	GIL	WEAKNESS
Death Flower	540	40	40	300-750	Ice, Fire
Imperial Shadow	3,000	120	120	0	—
Malboro Terra	1,000	60	60	750-1,500	—
Sand Worm	1,290	100	40	1,200-3,000	—
Scissorjaws	870	70	60	1,500-3,000	—

ENEMY ENCOUNTERS: MYSIDIA & CAVE OF MYSIDIA REGIONS

NAME	HP	ATK	DEF	GIL	WEAKNESS
Abyss Worm	1,290	150	85	1,500-3,000	—
Great Malboro	1,290	85	85	2,250-3,000	—
Hecteyes	1,140	85	70	2,250-3,000	—
Killer Mantis	750	60	50	600-1,200	Ice
Mantis King	1,140	85	70	3,000-15,000	Ice
Mega Parasite	750	40	50	2,250-3,000	Ice
Pit Fiend	750	60	50	2,250-3,000	—
Salamander	1,290	100	85	2,250-3,000	Ice

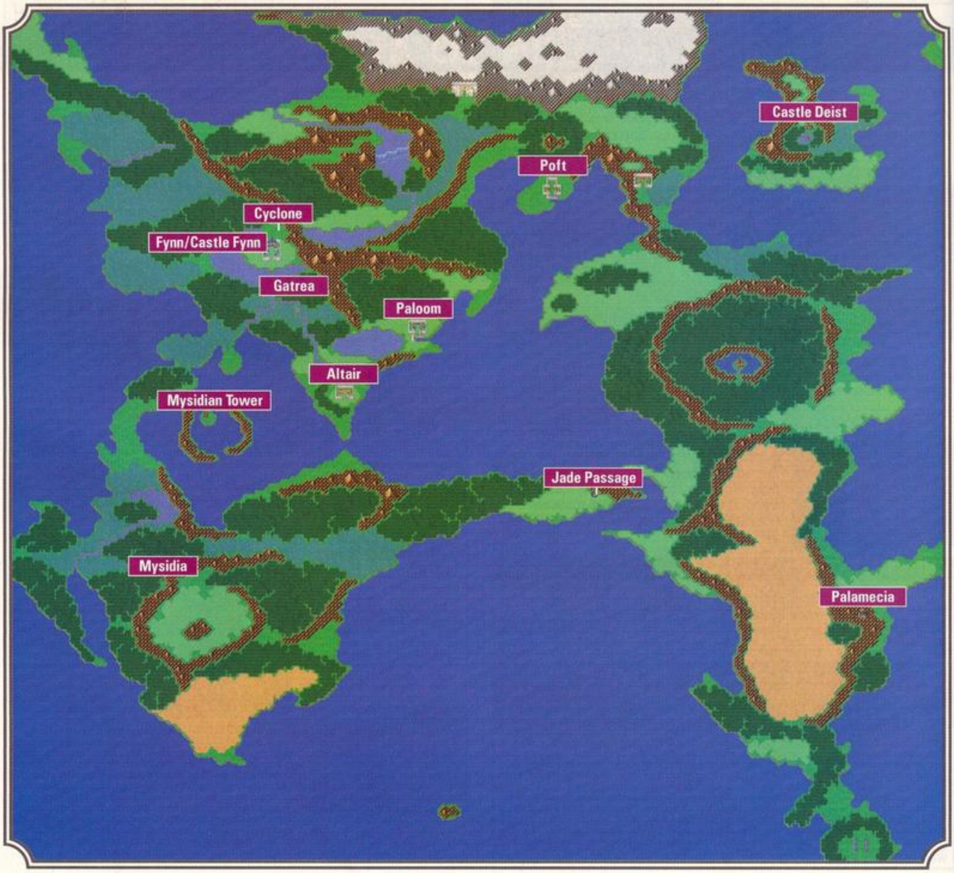
UNLEASH THE BEAST



Visit all corners of the world to fill out your bestiary. Some monsters inhabit very small regions of the world—you'll have to explore everywhere to complete the log. It will be easier now that more-difficult monsters roam the overworld.

PATH TO
THE EMPEROR

Many lives have been lost to the empire, but at last it feels as though your journey is nearly at an end. The presence of the emperor has never been more closely felt. A storm is brewing near Castle Fynn, and with it comes a host of vile monsters. Head into the cyclone to face the emperor and end the bloody war.

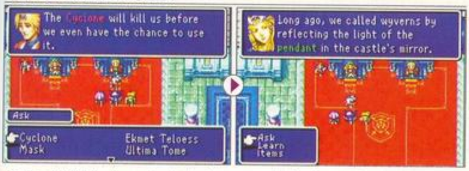

Castle Deist
Poft
Cyclone
Fynn/Castle Fynn
Gatrea
Paloom
Altair
Mysidian Tower
Jade Passage
Mysidia
Palamecia

RETURN TO CASTLE FYNN

The town of Fynn has suffered nearly the same fate as the neighboring towns—only a handful of people remain. Just beyond the castle, a giant whirlwind looms, but this isn't the time to explore.

Your party needs to rest and replenish after returning from Mysidian Tower. Afterward, visit the king and the princess to update them on Minwu and the Ultima Tome.

A ROYAL RETURN



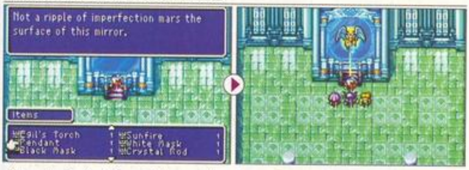
The Cyclone will kill us before we even have the chance to use it.

Long ago, we called wyverns by reflecting the light of the pendant in the castle's mirror.

Ask
Cyclone
Mask
Ekmet Teloess
Ultima Tome
Ask
Learn
Items

The king's faith has been shaken by the power of the destructive cyclone. With dejection, he says that the only way to enter the cyclone would be for the party to sprout wings. Fortunately, Hilda will teach you how to summon a winged Wyvern using the Pendant you found in Deist Cavern.

MIRROR ON THE WALL



Not a ripple of imperfection mars the surface of this mirror.

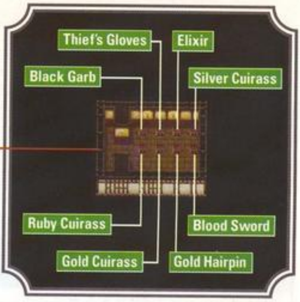
Items
Egil's Torch 1
Pendant 1
Black Mask 1
Sunfire 1
White Mask 1
Crystal Rod 1

Return to the first floor of the castle and go to the southwest corner. Head up the staircase to the third floor and travel north to find the mirror. When you hold the Pendant up to the mirror, the Wyvern that was in the egg you dropped in the Life Spring will be summoned to Fynn and join your party as a key item.

PAUL'S POSSESSIONS

Tell you what. I've been keeping a few things stashed away, and I want you to have 'em.

After the Wyvern joins up with your party, stop by Paul's house in Fynn. He may be right to be incredulous about flying into the cyclone, but at least he's willing to part with some of his equipment. He doesn't mention where he found all of the items—it's probably best to not ask.

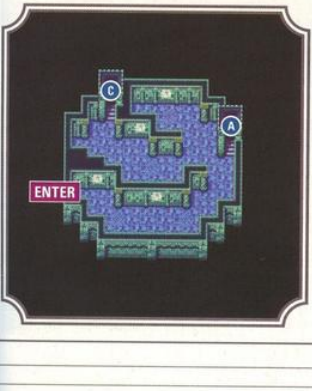


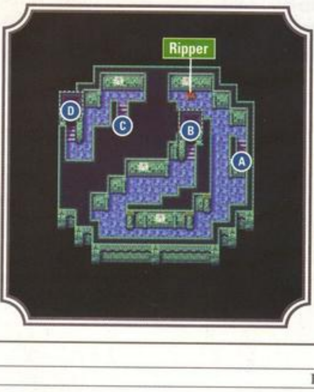
Thief's Gloves
Elixir
Black Garb
Silver Cuirass
Ruby Cuirass
Blood Sword
Gold Cuirass
Gold Hairpin

Walk through the wall just past Paul's bed to enter his secret closet. Not much of it will be all that useful, but the majority will fetch a good price at the item shop.

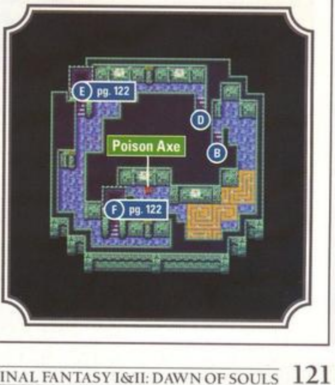
THE CYCLONE

A large cyclone has stopped outside the northern walls of Castle Fynn. After you have the Wyvern at your disposal, leave Fynn and head toward the cyclone. Step into the the eye of the storm to be swept to the top of the funnel cloud. The twister has not only swallowed up innocent civilians—many new and dangerous monsters have also been caught in the vortex.

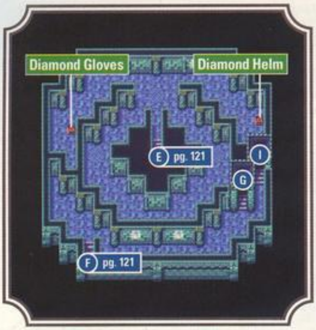


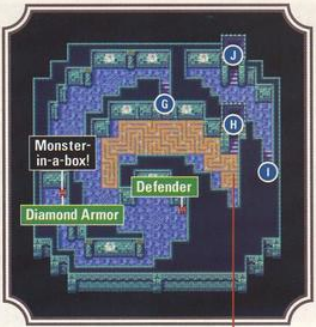


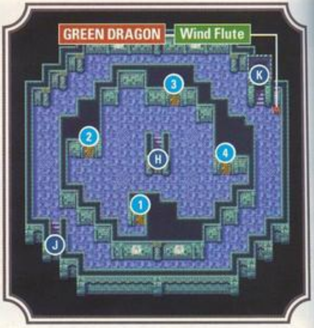
Ripper
D
C
B
A



E pg. 122
D
Poison Axe
B
F pg. 122







GREEN DRAGON

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
3,000	190	150	7-100	150	1-75	8-40	3,000-15,000	Lightning

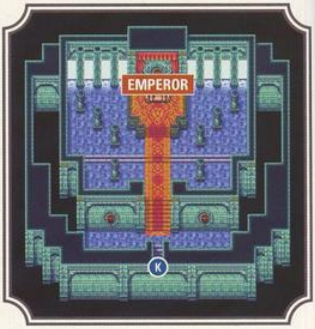
Holy Lv. 8

Green Dragon 1

Firion 1815/2325 117
Maria 1122/1595 85
Guy 3021/3343 106
Ricard 1311/1407 5

When you open the treasure chest that contains the Wind Flute, a Green Dragon will pounce on your party. It will emit clouds of poisonous gas or strike with its sharp claws. Take advantage of the dragon's somewhat weak Magic Defense by bombarding it with Lightning spells; its high Defense renders most physical attacks ineffective. If the battle with the Green Dragon wears out your party, teleport out of the cyclone to recover before taking on the emperor.

Some of the floors in the cyclone are crackling with electricity. Avoid walking on the high-voltage areas—your party will take damage with every step.



THE EMPEROR

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
3,000	190	70	6-80	75	1-65	6-40	15,000	None

Yet still you are mere insects, unworthy even of being crushed under my foot.

Royal Guard 2

Firion 2377/2377 121
Maria 1638/1638 92
Guy 3402/3402 135
Ricard 1407/1407 5

Before you can reach the emperor, he will send a few teams of Royal Guards to fight you. Brush them away and continue your advance toward the throne. When you finally battle the emperor, he will be accompanied by a couple of Royal Guards, as well as a Wood Golem. Eliminate the Wood Golem quickly so that you can reach the emperor with physical attacks. His spells can do quite a bit of damage, but he often makes the mistake of charging up his attack with a Haste spell—you can take advantage if you attack quickly enough. Have one character eliminate the remaining Royal Guards while the rest of the party beats on the emperor. The battle is not extraordinarily difficult—an ominous sign that the emperor's passing is not the end of the tale.

ENEMY ENCOUNTERS: CYCLONE

NAME	HP	ATK	DEF	GIL	WEAKNESS
Big Horn	1,140	50	50	750-1,500	—
Bomb	640	60	50	450-900	Lightning, Fire
Captain	750	60	50	300-450	—
Cockatrice	370	35	40	600-1,200	—
Devil's Bloom	1,140	70	70	900-2,250	Fire
Eyemoeba	1,140	100	60	1,200-3,000	—
Gottos	2,000	70	60	1,200-3,000	—
Hill Gigas	750	100	60	300-600	—
Killer Mantis	750	60	50	600-1,200	Ice
Lamia	1,000	70	70	1,200-3,000	—
Malboro Terra	1,000	60	60	750-1500	—
Royal Guard	870	60	60	1,200-1,500	—
Vampire Girl	540	40	50	750-1,500	Fire
Vampire Lady	1,140	85	85	2,250-15,000	Fire
Wizard	540	40	35	1,500-2,250	—
Wood Golem	1,620	100	120	900-2,250	Fire

FOUND WEAPONS

WEAPON	VALUE	DESCRIPTION
Defender	10,000 gil	A sword made for defense
Ripper	4,000 gil	A knife with a razor-sharp edge
Wizard's Staff	5,000 gil	A staff seething with poison

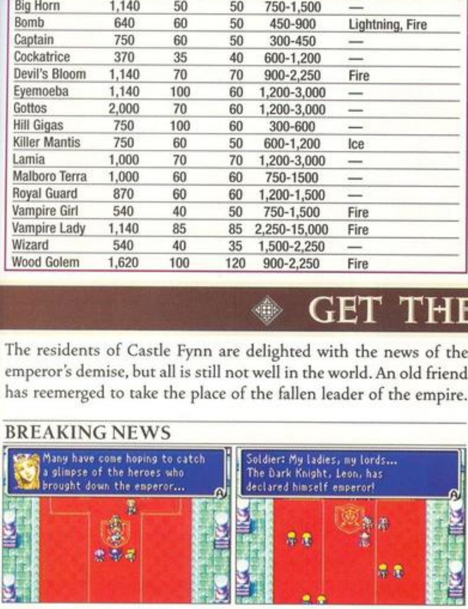
FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Diamond Armor	10,000 gil	Diamond armor resistant to Lightning
Diamond Gloves	4,000 gil	Diamond-studded gloves resistant to Lightning
Diamond Helm	2,500 gil	A diamond helm resistant to Lightning

GET THE AIRSHIP

The residents of Castle Fynn are delighted with the news of the emperor's demise, but all is still not well in the world. An old friend has reemerged to take the place of the fallen leader of the empire. Call on your compatriots to learn about the new threat, then take to the skies in your very own airship. Find out all you can about the upcoming threat before you charge Castle Palamecia.

BREAKING NEWS

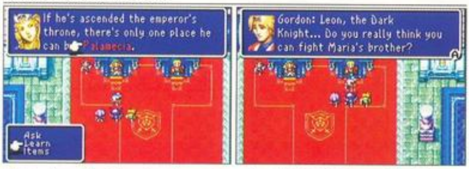


Many have come hoping to catch a glimpse of the heroes who brought down the emperor...

Soldier: My ladies, my lords... The Dark Knight, Leon, has declared himself emperor!

Amid the celebration of your recent victory, a soldier interrupts the festivities with awful news. Your long-lost friend (and Maria's brother) Leon is revealed as the Dark Knight, and he has crowned himself the new emperor. The brave soldier gives his life for returning this information for the rebellion.

SIBLING RIVALRY

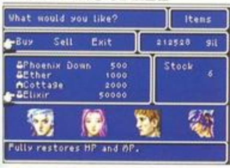


If he's ascended the emperor's throne, there's only one place he can b Palamecia.

Gordon: Leon, the Dark Knight... Do you really think you can fight Maria's brother?

Hilda believes that there is only one place that the Dark Knight could be: Castle Palamecia, a fortress that sits high in the mountains near the Coliseum. Although the king is skeptical of your ability to breach the castle walls, he suggests that Paul may be able to help you sneak in.

SHOPPING SPREE

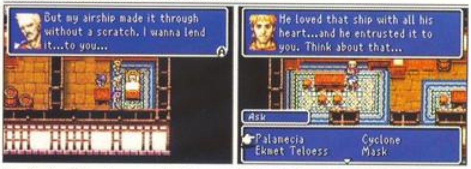


What would you like?

Fully restores HP and MP.

After battling through the cyclone, your party should have an incredible amount of gil. Purchase as many items as you can afford. A lot of the things that seemed unreasonably expensive before are now within your price range. Elixirs are pretty expensive no matter how you slice it, but considering their value you should still keep some on hand.

ANOTHER FALLEN HERO

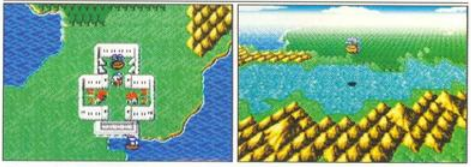


But my airship made it through without a scratch. I wanna lend it...to you...

He loved that ship with all his heart...and he entrusted it to you. Think about that...

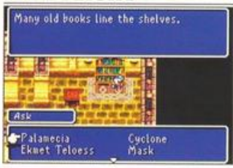
Having fled from the now-ruined town of Poft, Cid is staying with Paul in Fynn. He isn't doing very well—the empire's barrages have taken a massive toll on him. Before he finally passes away, he'll tell you that the airship remains undamaged and that you are free to use it as much as you need.

UP, UP AND AWAY



Sail to the destroyed town of Poft to pick up your new vehicle. Walk up to the airship and press the A Button to get onboard. The airship can fly over any terrain, but can land only in clearings. Fly around a little to get used to the controls. Your map will still work while you're airborne—consult it if you get lost.

TAKE FLIGHT



Many old books line the shelves.

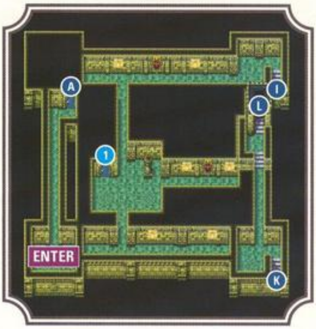
Before setting off toward Palamecia, head down to Mysidia and read the reference books to learn more about the history of the nearly impenetrable fortress. While in the air, you will not be attacked; although this will save you from dangerous encounters, it will also stall your party's experience-gaining progress.

CASTLE PALAMECIA

The rugged mountain range provides Castle Palamecia with excellent natural protection. The only way to enter the castle is to descend upon it from the sky—something Cid's airship is very capable of doing. The emperor has surrounded himself with the vilest monsters that you have faced—be prepared to spend much of your time during battles healing the wounded.

PERFECT LANDING

Following Paul's advice, you must fly the airship over Castle Palamecia and land on its roof. The placement of the airship has to be exact to set down on top of the castle. Be forewarned: once you have landed, there is no way to exit the fortress, even via the Teleport spell.


A
I
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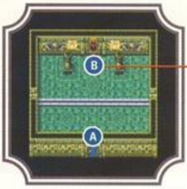
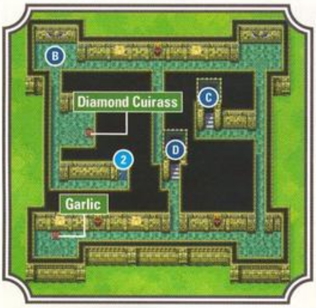
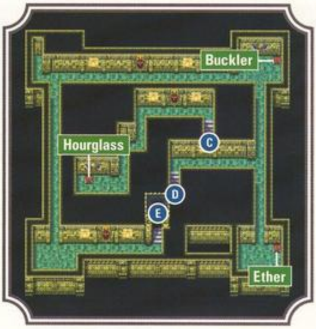
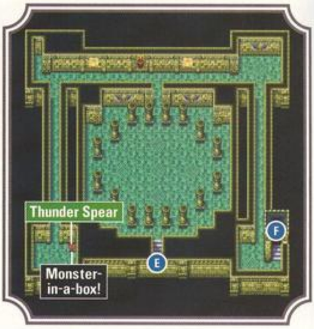
1
ENTER
K

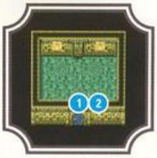


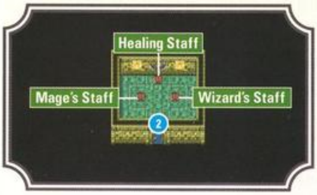
As you approach the red crest on the wall, you will fall through a trapdoor to the dungeon's first floor. You must work your way back up to the new emperor's throne room.

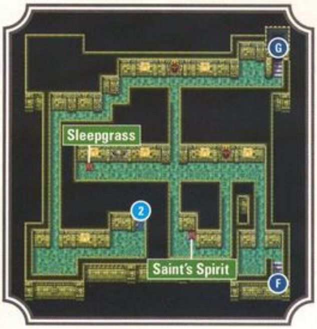

B
Diamond Cuirass
C
2
D
Garlic

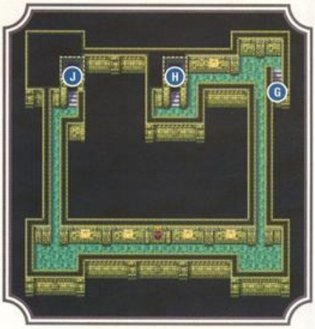

Buckler
Hourglass
C
D
E
Ether

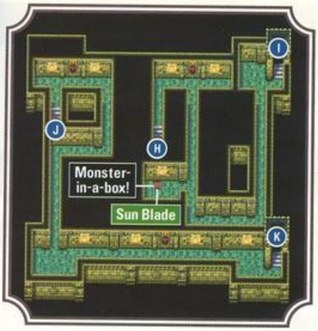

Thunder Spear
F
E
Monster-in-a-box!

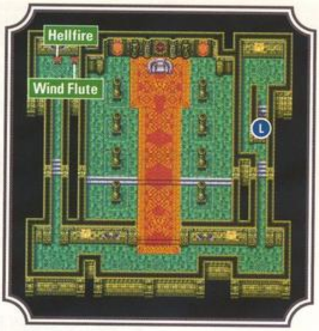



Healing Staff
Mage's Staff
Wizard's Staff
2


G
Sleepgrass
2
Saint's Spirit
F







YOUR OLD FRIEND

The weak cannot survive without the strong to control them!

Emperor Leon sits by himself in the grand throne room of Castle Palamecia. His mind has definitely been warped by the power the seat affords him. Despite pleas from Maria, he stands by the evil deeds he has committed.

LAST OF THE DRAGOONS

Before speaking to Leon, remove all of Ricard's equipment. This time, he will play the hero to allow the rest of the party to escape in the nick of time. You will soon be gaining a new party member who will benefit from his steel.

RETURN OF THE DEAD

Just as Leon is about to proclaim his domination, the emperor who you defeated earlier comes back from the afterlife. He has just been toying with Leon; he wanted to see Leon's rise to power only so the former emperor could crush it upon his return.

FOUND WEAPONS

WEAPON	VALUE	DESCRIPTION
Healing Staff	6,000 gil	A staff alive with restorative energy
Mage's Staff	2,500 gil	A staff crackling with Lightning
Sun Blade	12,500 gil	A sword touched by the grace of the sun
Thunder Spear	15,000 gil	A spear echoing with Thunder
Wizard's Staff	5,000 gil	A staff seething with Poison

FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Buckler	25 gil	A small shield
Diamond Cuirass	1,000 gil	A breastplate studded with diamonds

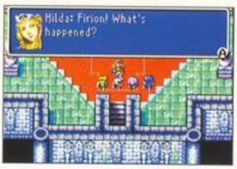
FOUND SPELLS AND SPELL ITEMS

SPELL	TYPE	EFFECT
Hellfire	—	A stone with the same effect as Fire
Hourglass	—	An hourglass with the same effect as Stop
Sleepgrass	—	An herb with the same effect as Sleep

ENEMY ENCOUNTERS: CASTLE PALAMECIA

NAME	HP	ATK	DEF	GIL	WEAKNESS
Black Knight	1,140	85	85	2,250-3,000	—
Captain	750	60	50	300-450	—
Cockatrice	370	35	40	600-1,200	—
Coeurl	1,000	40	60	1,500-3,000	—
Death Flower	540	40	40	300-750	Ice, Fire
Devil's Bloom	1,140	70	70	900-2,250	Fire
Eyemoeba	1,140	100	60	1,200-3,000	—
Flying Ray	750	60	50	600-1,200	—
General	1,800	120	100	2,250-3,000	—
Gottos	2,000	70	60	1,200-3,000	—
Imperial Shadow	3,000	120	120	0	—
Killer Mantis	750	60	50	600-1,200	Ice
Lamia	1,000	70	70	1,200-3,000	—
Skull	640	50	40	1,500-3,000	Fire
Stone Golem	1,800	120	150	900-2,250	Poison
Vampire Girl	540	40	50	750-1,500	Fire
Wizard	540	40	35	1,500-2,250	—
Wood Golem	1,620	100	120	900-2,250	Fire

RETURN TO CASTLE FYNN


Hilda: Firion! What's happened?

Ricard will hold off the emperor long enough for the Wyvern to swoop down and carry your party to safety. Ricard's efforts will ultimately lead to his demise—Leon will make the trip back to Fynn with you instead. The former emperor's return makes quite an impression—Hilda is wary of your new travel companion, but a dispirited Leon needs little convincing to join the rebellion. Listen to Hilda to learn of a giant sinkhole that has appeared.

TALK TO THE PRINCESS

They entered using a path known as t Jade Passage.

Ask
Learn
Items

When you return to Palamecia via the airship, you'll notice that new spires have appeared over the castle. You can no longer land on the fortress, but the emperor has moved out anyway. In Castle Fynn, listen to Hilda to learn of a giant sinkhole that has appeared far southeast of the palace.

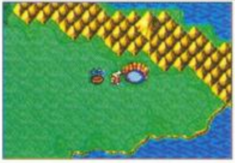
RETURN TO DEIST

The mother and child in Castle Deist mourn the loss of Ricard, but they are proud that the Wyvern race lives on. When you mention the Dragoons, the mother will fetch the prized treasure of the Dragoon warriors: the sword Excalibur. Give it to your best swordsman to reap maximum damage from it. Afterward giving you the sword, the mother and child will finally leave the castle for good.

JADE PASSAGE

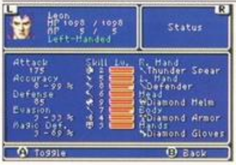
The emperor has opened a portal that leads directly to Hell. Traverse the damp, dangerous caves of the Jade Passage to reach the entrance to Pandaemonium, the emperor's lair. When Leon joins your party, he may be too weak to be effective in the Jade Passage—spend some time building him up before you delve too deep into the dangerous caves.

BELOW THE SURFACE



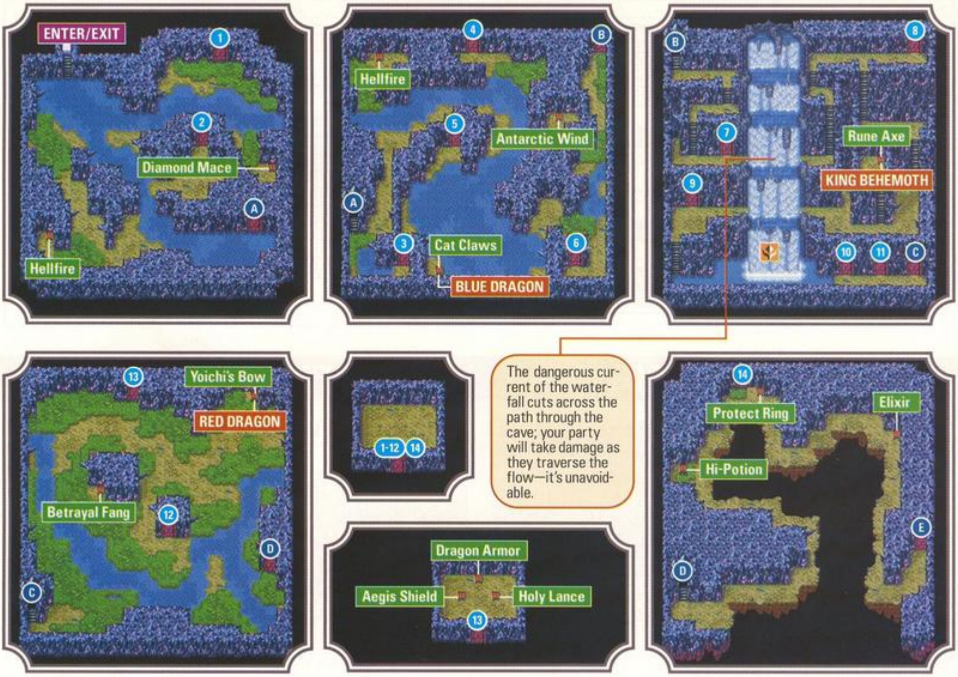
A sinkhole has appeared on the land that juts out east of the Cave of Mysidia. Fly to the point and walk into the hole to fall into the cave deep below.

RELUCTANT REUNION



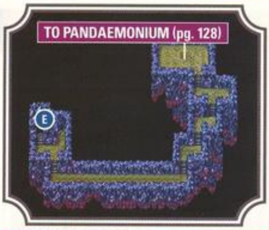
```
L                                   R
    Leon
    HP 1098 / 1098            Status
    MP    5 /    5
    Left-Handed

Attack         Skill Lv.   R. Hand
   175              2       Thunder Spear
Accuracy            5      L. Hand
   8 - 99 %         8       Defender
Defense             6      Head
   85               9       Diamond Helm
Evasion             7      Body
   3 - 33 %         4       Diamond Armor
Magic Def.          3      Hands
   3 - 69 %                 Diamond Gloves

Ⓐ Toggle                     Ⓑ Back
```

Leon is most proficient with axes, but he can wield virtually any weapon effectively. Give him the most powerful equipment in your arsenal right away. He does not know any spells, but his offensive capabilities outweigh his magical deficiencies. He also has low HP to start—keep an eye on his health early on.



ENTER/EXIT
①
②
Diamond Mace
Ⓐ
Hellfire
④
Ⓑ
Hellfire
⑤
Antarctic Wind
Ⓐ
③
Cat Claws
⑥
BLUE DRAGON
Ⓑ
⑧
⑦
Rune Axe
KING BEHEMOTH
⑨
⑩
⑪
Ⓒ
⑬
Yoichi's Bow
RED DRAGON
Betrayal Fang
⑫
Ⓓ
Ⓒ
1-12
⑭
Dragon Armor
Aegis Shield
Holy Lance
⑬
⑭
Protect Ring
Elixir
Hi-Potion
Ⓔ
Ⓓ

The dangerous current of the waterfall cuts across the path through the cave; your party will take damage as they traverse the flow—it's unavoidable.



BEHIND THE WATERFALL

A merchant selling magic tomes sits out of sight behind the base of the waterfall. His spells are very expensive, but they are all extremely rare and powerful.

ENEMY ENCOUNTERS: JADE PASSAGE OVERWORLD

NAME	HP	ATK	DEF	GIL	WEAKNESS
Behemoth	2,000	90	65	0-0	—
Black Flan	370	40	210	450-900	Fire
Bomb	640	60	50	450-900	Lightning, Fire
Brain	240	40	35	450-900	Mind
Cockatrice	370	35	40	600-1,200	—
Ghast	100	25	9	75-450	Fire
Killer Mantis	750	60	50	600-1,200	Ice
Mine	190	35	25	37-300	Lightning, Fire
Red Mousse	100	25	210	75-450	Lightning
Revenant	240	40	25	450-900	Fire
Specter	300	25	25	600-1,200	Fire
Wraith	60	9	9	37-300	Fire

SPELL MERCHANT

SPELL	PRICE	EFFECT
Berserk Tome	10,000 gil	Temporarily raises attack
Death Tome	10,000 gil	Kills foes instantly
Flare Tome	40,000 gil	Sets off a fusion reaction to damage foes
Haste Tome	20,000 gil	Temporarily increases number of attacks

FOUND WEAPONS

WEAPON	VALUE	DESCRIPTION
Cat Claws	6,000 gil	A three-bladed weapon fashioned into a glove
Diamond Mace	7,500 gil	A mace made of diamond
Holy Lance	20,000 gil	A lance blessed with the power of Holy
Rune Axe	25,000 gil	The strongest of axes, effective against magic
Yoichi's Bow	12,500 gil	A legendary bow of unparalleled power

FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Aegis Shield	20,000 gil	Shield that protects against special attacks
Black Robe	2,500 gil	A black robe that enhances Intelligence
Dragon Armor	32,500 gil	Dragon armor resistant to elemental attacks
Protect Ring	2,500 gil	A ring affording protection against instant death

FOUND SPELLS AND SPELL ITEMS

SPELL	TYPE	EFFECT
Antarctic Wind	—	A stone with the same effect as Blizzard
Betrayal Fang	—	A fang with the same effect as Confuse
Hellfire	—	A stone with the same effect as Fire

ENEMY ENCOUNTERS: JADE PASSAGE

NAME	HP	ATK	DEF	GIL	WEAKNESS
Abyss Worm	1,290	150	85	1,500-3,000	—
Chimera Sphinx	1,140	85	70	3,000	—
Great Malboro	1,290	85	85	2,250-3,000	—
Green Dragon	3,000	150	150	3,000-15,000	Lightning
Hecteyes	1,140	85	70	2,250-3,000	—
Ice Lizard	1,000	85	70	900-2,250	Fire
Killer Mantis	750	60	50	600-1,200	Ice
Mega Parasite	750	40	50	2,250-3,000	Ice
Pit Fiend	750	60	50	2,250-3,000	—
Salamander	1,290	100	85	2,250-3,000	Ice
Scissorjaws	870	70	60	1,500-3,000	—
Vampire Lady	1,140	85	85	2,250-15,000	Fire
White Dragon	2,500	150	120	3,000-15,000	Fire

BLUE DRAGON

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
3,500	240	180	8-100	150	1-75	8-40	15,000	Poison

Blue Dragon 1
Firion 1628/2091 92
Maria 1030/2440 119
Guy 3854/4570 119
Leon 0/1943 37

Opening the treasure chest that bears the Cat Claws will trigger the Blue Dragon to pounce on your party. Since the serpent is weak against Poison attacks, Scourge is very effective. Increase the damage you do per turn with the Haste spell, then slam the dragon with physical attacks.

KING BEHEMOTH

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
5,000	0	150	8-100	120	1-50	8-30	15,000	None

234
2HIT
King Behemoth 1
Firion 2808/3196 20
Maria 2498/2498 119
Guy 4183/4713 69

The treasure chest that contains the Rune Axe also contains a giant dragon-like monster. Unlike dragons you have fought before, the King Behemoth relies purely on physical attacks, and has no elemental weaknesses. The creature hits hard—be sure to heal your party before opening the chest.

RED DRAGON

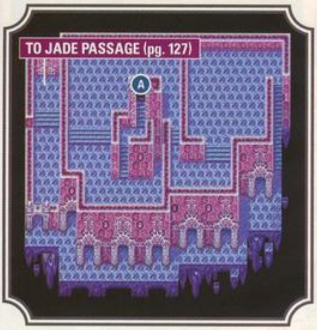
HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
5,000	450	180	8-100	180	1-75	8-40	15,000	Ice

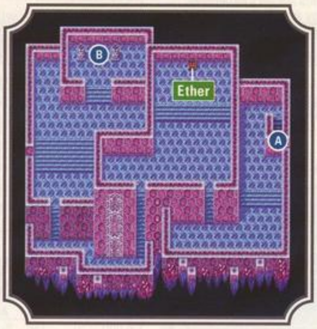
Red Dragon 1
Firion 3308/3308 134
Maria 2395/2672 28
Guy 4660/4786 164
Leon 1129/1501 37

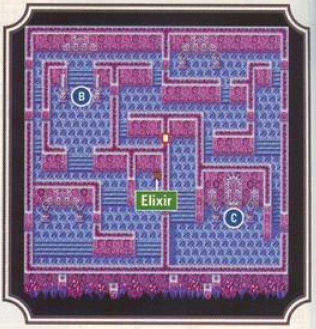
The Red Dragon will pop out of the treasure chest when you claim the Yoichi's Bow. The Red Dragon has nearly impenetrable Defense—cast the blizzard spell repeatedly to do the most damage. Keep an eye on your party's HP, as the Red Dragon will pummel members with physical attacks.

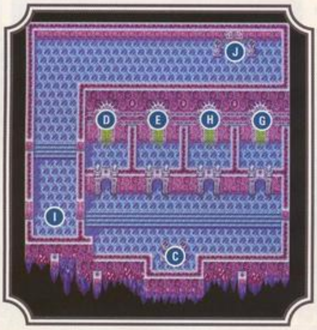
PANDAEMONIUM

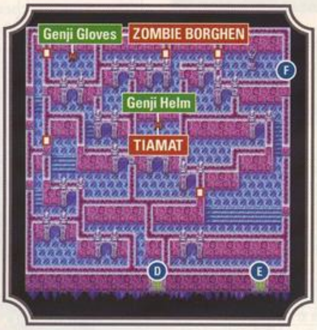
The Jade Passage leads to the emperor's castle in the underworld. Do not consider entering Pandaemonium without a full stock of Ethers, Elixirs and Hi-Potions. Nearly every treasure chest in the castle is guarded by monsters more dangerous than any boss you've faced. The long corridors to nowhere will have you frequently retracing your steps. Luckily, you have some handy maps to keep you on track.

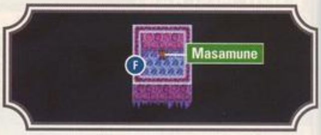

TO JADE PASSAGE (pg. 127)
A



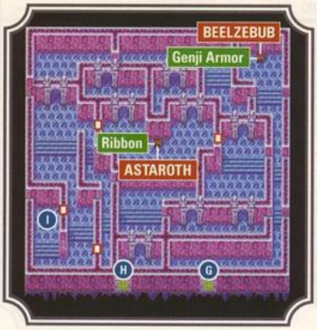


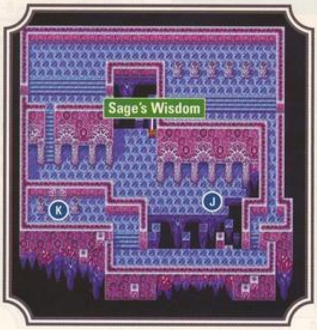


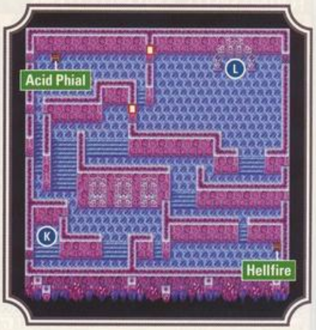

Genji Gloves
ZOMBIE BORGHEN
F
Genji Helm
TIAMAT
D
E

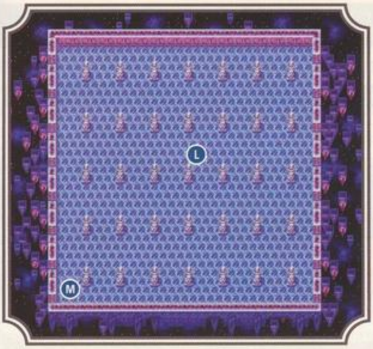


☐ White squares on the maps indicate which walls you can walk through. Use the passages as shortcuts through the physically demanding castle.


BEELZEBUB
Genji Armor
Ribbon
ASTAROTH
I
H
G

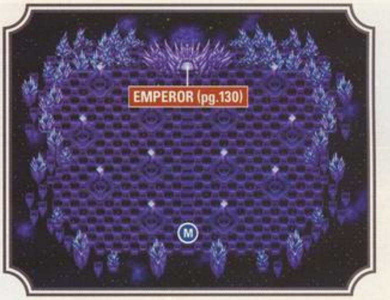

Sage's Wisdom
K
J


Acid Phial
L
K
Hellfire



GET READY

In preparation for your fight against the emperor, be sure to restore your party's MP and HP completely, then save before entering the lair. You may encounter a few random battles in this area, as well—walk directly to the emperor to avoid any unnecessary melees.



ZOMBIE BORGHEN

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
2,500	370	120	6-95	120	1-60	10-100	3,000	Fire

```
Zombie Borghen  1   Firion  2348/3539  40
                    Maria   2910/2910   0
                    Guy     4838/5242  22
                    Leon
```

General Borghen was a pushover when you fought him in Semitt Falls, but his zombie form is much tougher. He casts a variety of spells, which all do quite a bit of damage. Knock him out with the Fire spell and physical attacks. After defeating him, equip the Genji Gloves immediately—they provide a great increase in Defense.

BEELZEBUB

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
5,000	450	150	8-100	180	1-80	8-70	15,000	None

```
Beelzebub       1   Firion  3366/3720 125
                    Maria   2320/3222 176
                    Guy     5184/5555 129
                    Leon    1342/2213  33
```

An incarnation of evil will appear when you grab the Genji Armor. Beelzebub's Magic Defense is significantly lower than its regular Defense; stick to spells to inflict the most damage. The giant bug is resistant to Blizzard, and the Fire spell will heal Beelzebub, but all other forms of magic will do considerably more damage than most traditional weapons.

TIAMAT

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
5,000	450	150	8-100	180	1-80	8-70	15,000	Body

```
Tiamat          1   Firion  3354/3599  25
                    Maria   1835/3034 173
                    Guy     5178/5320  20
                    Leon    2008/2087  37
```

The giant five-headed dragon will attack when you get the Genji Helm. Tiamat will employ all kinds of spells—limit their effectiveness with Blink. If you have built up the Flare, Holy and Ultima spells, they will be more effective than physical attacks. Keep your party healthy with Hi-Potions to preserve MP during the fight.

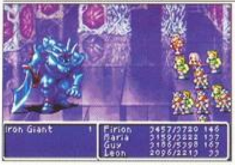
ASTAROTH

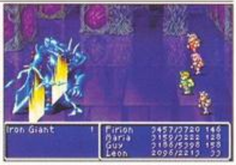
HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
7,000	540	150	8-100	180	1-80	8-70	15,000	None

```
Astaroth        1   Firion  3210/3781  93
                    Maria   2430/3413 175
                    Guy     5379/5555  34
                    Leon    2159/2404  31
```

Despite its appearance, Astaroth is hardly an angel. As long as it sticks to its magic attacks, you don't have much to worry about, but its physical attack can do a ton of damage—use the Protect spell to limit its effect. The Ribbon in the treasure chest may not provide as much defense as other helms, but it bestows you with powerful special-attack resistance.

THE IRON GIANT





Although they are rare, you will probably come across an Iron Giant in Pandaemonium. Blizzard and Thunder spells are by far the most effective weapons against it, but the gargantuan machine's high HP will make any battle a long one. Your patience will be rewarded, however; the Iron Giant will drop many of the best weapons and armor in the game.

FOUND WEAPON

WEAPON	VALUE	DESCRIPTION
Masamune	40,000 gil	A katana of unequaled power

FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Genji Armor	15,000 gil	Armor boasting the finest defense
Genji Gloves	10,000 gil	Gloves boasting the finest defense
Genji Helm	10,000 gil	A helm boasting the finest defense
Ribbon	5,000 gil	A ribbon that protects against all special attacks

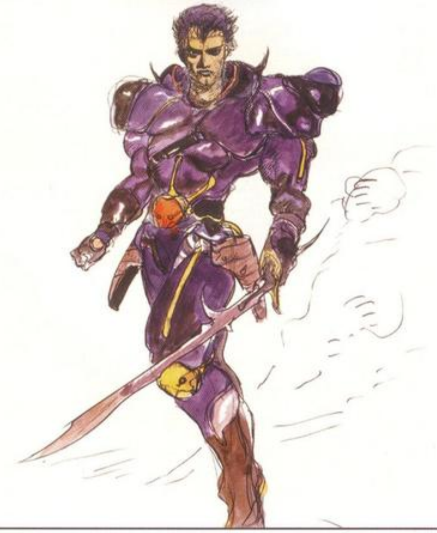
FOUND SPELLS AND SPELL ITEMS

SPELL	TYPE	EFFECT
Acid Phial	—	Sets off a fusion reaction to damage foes
Hellfire	—	A stone with the same effect as Fire
Sage's Wisdom	—	A stone that maximizes Intelligence

THE EMPEROR

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
15,000	540	180	8-100	210	2-80	16-70	0	None

The emperor's physical attack is exponentially more dangerous than his spells. With every hit, he not only inflicts a ridiculous amount of damage, but he also regains some of his health. Don't squander MP casting Protect—it's doubtful that it would be effective enough to make a difference. His spells are weaker than his physical attacks, but they are still powerful. Rather than waste time protecting your party with spells, hold onto MP to heal your party and to attack the emperor. Not many conventional weapons will hurt him, so stick to offensive spells to do the bulk of the damage. One huge exception is the Blood Sword, which not only causes a lot of damage, but also heals the fighter who wields it. Use Cure liberally to keep your party healthy during the battle.



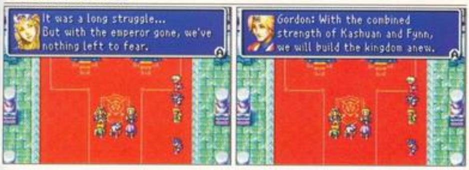
ENEMY ENCOUNTERS: PANDAEMONIUM

NAME	HP	ATK	DEF	GIL	WEAKNESS
Beast Demon	1,000	70	60	3,000	—
Blue Dragon	3,500	180	150	15,000	Poison
Bomb	640	60	50	450-900	Lightning, Fire
Coeurl	1,000	40	60	1,500-3,000	—
Death Rider	1,290	120	120	15,000-15,000	Fire
Devil Wolf	870	70	50	3,000	—
Devil's Bloom	1,140	70	70	900-2,250	Fire
Fire Gigas	1,800	100	100	900-1,500	Ice
Great Malboro	1,290	85	85	2,250-3,000	—
Ice Gigas	2,000	120	120	900-15,00	Fire
Ice Lizard	1,000	85	70	900-2,250	Fire
Iron Giant	3,500	180	180	3,000-15,000	Lightning, Ice
King Behemoth	5,000	150	120	15,000	—
Lamia	1,000	70	70	1,200-3,000	—
Lamia Queen	1,290	50	50	15,000	—
Mantis Devil	1,290	85	85	3,000	—
Mythril Golem	2,000	150	180	1,500-3,000	Lightning
Red Dragon	5,000	180	180	15,000	Ice
Roundworm	2,500	120	100	2,250-3,000	—
Thunder Gigas	2,500	150	150	1,200-1,500	Poison

RETURN TO CASTLE FYNN

Fortunately, after you defeat the emperor, you do not have to fight your way back out of Pandaemonium; you will warp back to Castle Fynn automatically. You're adventure started with Princess Hilda rescuing you; now you and your companions can return to her as heroes of the world. Your story is not over, however; prepare to rejoin the warriors who sacrificed their lives during the journey.

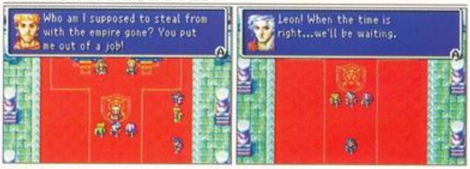
HIGH PRAISE


It was a long struggle...
But with the emperor gone, we've nothing left to fear.

Gordon: With the combined strength of Kashuan and Fynn, we will build the kingdom anew.

Princess Hilda and Gordon will sing your praises when you return to the throne room in Castle Fynn. The world should be a better, safer place now that the emperor's reign is over. Gordon's resolve has never been stronger—he is prepared to lead his people into a long era of peace and prosperity.

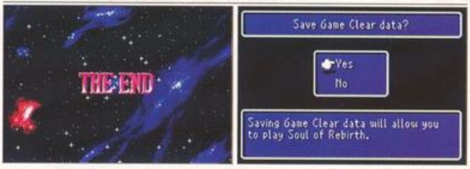
SAY YOUR GOODBYES


Who am I supposed to steal from with the empire gone? You put me out of a job!

Leon! When the time is right...we'll be waiting.

Many of the key people who aided you along the way return to say their goodbyes. Even Josef's daughter Nelly has come to the castle to become Princess Hilda's assistant. The rift between Firion and Leon remains, though; Leon departs with ominous comments about his future.

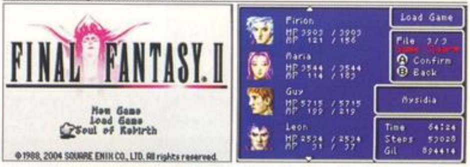
DON'T TURN OFF THE GAME!


THE END
Save Game Clear data?

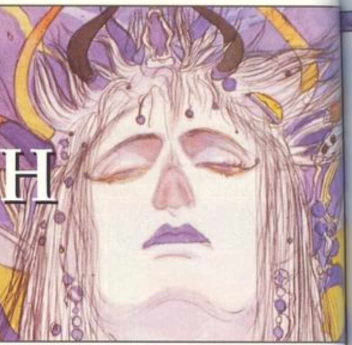
Yes
No
Saving Game Clear data will allow you to play Soul of Rebirth.

After your party leaves the castle, the epilogue and credits will roll and the game will end. Do not turn off your game before the credits are finished rolling—at the end, it will ask you to save once more. If you don't save, you will have to restart from where you saved before you defeated the emperor.

A NEW QUEST BEGINS


FINAL FANTASY II
New Game
Load Game
Soul of Rebirth
©1988, 2004 SQUARE ENIX CO., LTD. All rights reserved.
Firion
HP 3902 / 3993
MP 121 / 156
Maria
HP 2544 / 2544
MP 114 / 183
Guy
HP 5715 / 5715
MP 199 / 219
Leon
HP 2524 / 2524
MP 31 / 37
Load Game
File 2/2
Ⓐ Confirm
Ⓑ Back
Mysidia
Time 64:24
Steps 57028
Gil 894414

To start the Soul of Rebirth quest, select the option from the main menu and choose a file that is labeled Game Clear. After you have started Soul of Rebirth, save in a different file to avoid erasing your cleared-game data.



SOUL OF REBIRTH

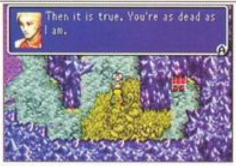
The journey is over and the emperor has been vanquished, but the story continues. Four of the main characters—Minwu, Scott, Josef and Ricard—all have one thing in common: they sacrificed themselves so that the rebellion could succeed. Lead them on a quest through the depths of Hell to reclaim their faded glory.

THE UNKNOWN CAVE

Minwu wakes up alone and disoriented. He quickly realizes that he has perished and all of the people he meets have, too—he is in some kind of purgatory of lost heroes. Guided by distant voices, he wanders into a large cavern, only to come across the other fighters who sacrificed themselves for the rebellion to succeed. Take control of a party of martyrs and explore the afterworld.

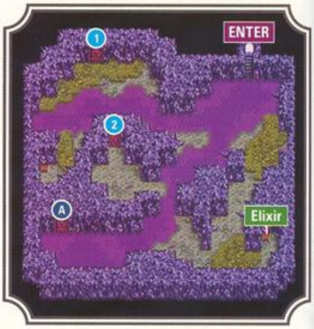
FORMERLY KNOWN AS PRINCE

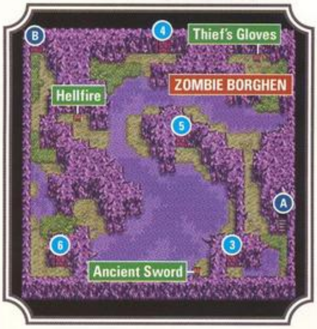
Sergeant 2
Black Knight 1
Minwu 261/ 295 135
???? 669/ 700 96

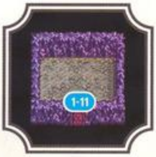


Then it is true. You're as dead as I am.

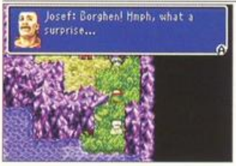
You'll stumble upon an unknown figure that you believe to be Gordon. After the battle, the man will introduce himself as Scott, Gordon's brother, and the man who met his demise in Fynn at the beginning of the original quest.


1
ENTER
2
A
Elixir


B
4
Thief's Gloves
Hellfire
ZOMBIE BORGHEN
5
A
6
3
Ancient Sword



STRENGTH IN NUMBERS



Josef: Borghen! Hmph, what a surprise...

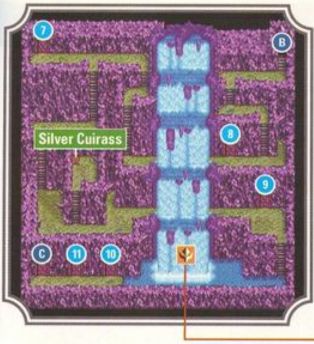
After Minwu and Scott join forces, head toward the Zombie Borghen immediately; the monster and Josef are about to face off. The cave is a dangerous place—Josef is essential to your survival. Remember that Josef is best when he fights only with his hands—give any weapons you find to the other party members.

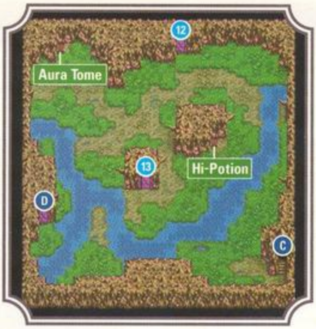
ZOMBIE BORGHEN

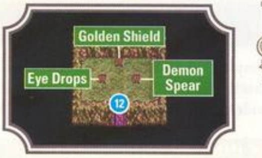
HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
2,500	370	30	3-95	5	1-60	10-100	3,000	Fire

Zombie Borghen 1
Minwu 435/ 435 107
Scott 731/ 731 117
Josef 307/ 356 5

When you catch up to Josef, he'll be confronting the ghost of his murderer, Zombie Borghen. Join up with Josef to take down the undead officer. Bombard Zombie Borghen with Fire spells from Scott and Josef, preserving Minwu's MP for Cure spells. Josef will stay with the party after Zombie Borghen's demise.







DUNGEONS AND DRAGOONS

Ricard: This fiend followed me all the way to Hell.

Ricard and the Roundworm have been at each other's throats for a while; pitch in to defeat Ricard's longtime nemesis. You'll learn from Ricard that you are in a place called Jade, the portal to Hell where the emperor gained his strength and built his army. The area looks similar to what you knew as the Jade Passage in the living world.

The spell merchant behind the waterfall seems to have met an unfortunate demise also. The spell selection has changed, but the prices remain exorbitant.

ROUNDWORM

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
2,000	0	25	4-95	10	1-10	4-50	2,250-3,000	None

Roundworm 1
Minwu 467/ 602 104
Scott 716/ 862 78
Josef 410/ 410 5
Ricard 1903/1903 34

Ricard has a bone to pick with the Roundworm, and will join your party when you attack the monster. With Ricard onboard, you should make short work of the creepy crawler. Cast Protect early, then hack away at the blue beast with physical strikes. Ricard will stay with your party after the melee.

FOUND WEAPONS

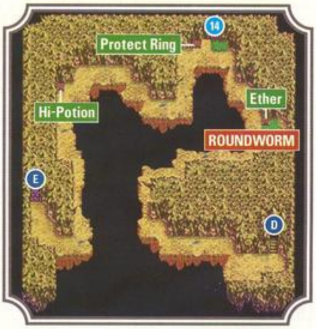
WEAPON	VALUE	DESCRIPTION
Ancient Sword	1,250 gil	A sword that evokes an ancient curse
Demon Spear	4,000 gil	A light spear that tears through the air

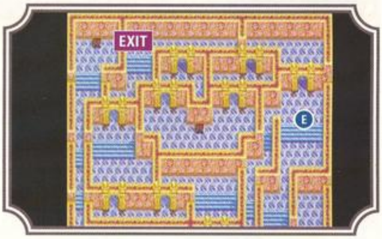
FOUND ARMOR

ARMOR	VALUE	DESCRIPTION
Golden Shield	350 gil	Golden shield resistant to Poison
Protect Ring	2,500 gil	A ring affording protection against instant death
Silver Cuirass	100 gil	A breastplate made of silver
Thief's Gloves	500 gil	Gloves that enhance Agility

FOUND SPELLS AND SPELL ITEMS

SPELL	TYPE	EFFECT
Aura Tome	Black	Enhances effectiveness against various foes
Hellfire	—	A stone with the same effect as Fire





ENEMY ENCOUNTERS: UNKNOWN CAVE

NAME	HP	ATK	DEF	GIL	WEAKNESS
Beast Devil	90	20	0	150-300	—
Bigfoot	150	35	5	75-450	Fire
Death Horn	400	50	4	150-600	Fire
Death Knight	150	30	20	1,200-1,500	—
Flan Princess	85	10	45	450-900	Poison
Giga Parasite	80	20	2	150-600	Ice
Gigas Worm	300	30	10	75-450	Fire
Gil Snapper	200	40	15	1,500-3,000	Ice
Glasya Labolas	700	60	15	1,500-3,000	—
Miss Vamp	100	25	10	2,250-15,000	Fire
Pyrolisk	90	20	4	37-300	—
Sea Serpent	100	10	10	75-450	Lightning
Soul Eater	40	15	3	300-750	—

MACHANON

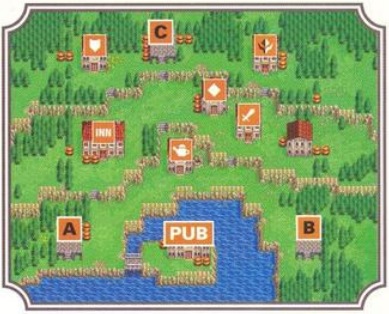
Suspiciously similar to Poft, the town of Machanon is the hub of this world. All of the basic amenities are available; the stores offer a wide range of items, and for prices comparable to the shops in the land of the living. One feature not shared with its overworld counterparts is its three portals (one of which you came out of) that go to various corners of the underworld.

INN ◆ SANCTUARY

A TO/FROM: THE UNKNOWN CAVE (PG. 132)

B TO/FROM: CHAMBER OF THE SOUL (PG. 135)

C TO/FROM: THE UNKNOWN PALACE (PG. 136)



SHOP INFORMATION: WEAPONS, ARMOR, SPELLS

When you first arrive in Machanon, concentrate your purchases on armor—the weapons you find in the Unknown Cave should be adequate for now, and most of your party members should have spells already. Stock up on Ethers and status-removing items, as well, before heading back into the cave. Remember that there are also an inn and a sanctuary in town—avoid spending money on Phoenix Downs if you can make it back to the town to resurrect party members.

WEAPON SHOP

WEAPON	PRICE	DESCRIPTION
Axe	100 gil	An axe made for everyday use
Bow	20 gil	A wooden bow
Broadsword	100 gil	A sword that is easy to wield
Flame Lance	15,000 gil	A lance wreathed in flame
Ice Bow	5,000 gil	A bow encrusted with ice
Javelin	80 gil	A short spear that is easy to wield
Knife	40 gil	A small knife
Mythril Knife	400 gil	A knife made of Mythril
Ogrekiller	15,000 gil	An axe effective against Ogres
Power Staff	8,000 gil	A staff made for striking
Staff	50 gil	A wooden staff
Wing Sword	5,000 gil	A light sword that slices through the air

ARMOR SHOP

ARMOR	PRICE	DESCRIPTION
Buckler	50 gil	A small shield
Clothes	20 gil	Ordinary clothing
Giant's Gloves	1,500 gil	Gloves that enhance strength
Giant's Helm	500 gil	A helm containing the power of giants
Ice Shield	5,000 gil	Icy shield resistant to Fire
Knight's Armor	5,000 gil	Armor given only to knights
Leather Cap	50 gil	A cap made of leather
Leather Gloves	30 gil	Gloves made of leather
Mythril Armor	700 gil	Armor made of Mythril
Mythril Gloves	500 gil	Gloves made of Mythril
Mythril Helm	300 gil	A helm made of Mythril
Mythril Shield	300 gil	Shield made of Mythril

ITEM SHOP

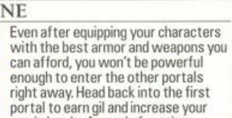
ITEM	PRICE	EFFECT
Antidote	30 gil	Cures poison
Cross	50 gil	Removes curse
Elixir	50,000 gil	Fully restores HP and MP
Ether	1,000 gil	Restores a small amount of MP
Eye Drops	40 gil	Cures Darkness
Gaia Drum	3,000 gil	A drum that summons an earthquake
Gold Needle	500 gil	Cures Stone
Hi-Potion	150 gil	Restores HP
Maiden's Kiss	500 gil	Cures Toad
Mallet	60 gil	Cures Amnesia
Phoenix Down	500 gil	Revives a KO'd ally
Potion	30 gil	Restores a small amount of HP

SPELL SHOP

SPELL	PRICE	EFFECT
Basuna Tome	600 gil	Cures status ailments that wear off after battle
Blink Tome	300 gil	Creates a double image, raising Evasion
Blizzard Tome	150 gil	Deals Ice damage
Cure Tome	100 gil	Restores HP
Esuna Tome	600 gil	Cures status ailments
Fire Tome	150 gil	Deals Fire damage
Life Tome	1,000 gil	Revives a KO'd ally
Mini Tome	2,000 gil	Shrinks foes
Protect Tome	300 gil	Creates a magic curtain, raising Defense
Sap Tome	1,000 gil	Reduces foes' MP
Shell Tome	300 gil	Envelops target in magic, raising Magic Defense
Thunder Tome	150 gil	Deals Lightning damage

CITY OF THE DEAD

I'm charged with patrolling this area. The city is not safe, so we must remain vigilant.


Cid: No one's more surprised than me. Who'd have thought there'd really be an afterlife?

Seems that quite a few people have passed on since you last saw them. You'll recognize old faces like Tobul, the weaponsmith, and Cid, the designer of the airship. They all seem to believe that your presence is a cause for hope.

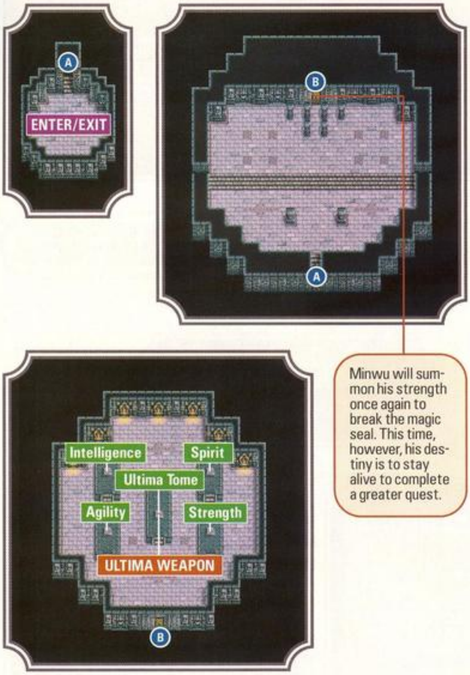
EARN FAME AND FORTUNE

```
Death Horn        4
Minwu    602/ 602 144
Scott    840/ 966 120
Josef    467/ 467   5
Ricard  1956/1956  34
```

Even after equipping your characters with the best armor and weapons you can afford, you won't be powerful enough to enter the other portals right away. Head back into the first portal to earn gil and increase your magic levels. A word of caution: Teleport will not return you to the surface from inside the Unknown Cave.

CHAMBER OF THE SOUL

Minwu will recognize the Chamber of the Soul immediately upon entering—it is identical to the entrance to the room that contained the Ultima Tome in Mysidian Tower—where he met his death. The Ultima Tome is not so easily claimed this time—a fierce dragon stands between your party and the spell. Fortunately, there are no random enemies inside the chamber.



Minwu will summon his strength once again to break the magic seal. This time, however, his destiny is to stay alive to complete a greater quest.

HAVE A BALL

I bestow upon thee the swiftness of gusting wind.

Before you take on the Ultima Weapon, claim the power from within the crystal balls that surround the Ultima Tome, just like in Mysidian Tower. You'll receive boosts in Agility, Intelligence, Spirit and Strength.

ULTIMA WEAPON

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
15,000	500	150	9-100	190	1-80	8-70	0	None

Ultima Weapon 1

Minwu 1086/1151 108
Scott 1756/1999 199
Josef 1990/1999 5
Ricard 2536/3199 29

The Ultima Weapon is virtually impervious to physical attacks. Cast Protect and Shell early to increase your team's defenses, then bombard the dragonlike monster with your party's strongest spells. The Ultima Weapon is somewhat resistant to most spells, but they are the only way to damage it at all. If you can outlast the brutal monster, you will receive the Ultima Tome for your troubles.

THE UNKNOWN PALACE

Be sure to have your party leveled up before you attempt to enter the Unknown Palace. The monsters are much more difficult than those you encountered in the Unknown Cave, and they get harder the deeper you go. You probably will not be able to make it all the way through the palace your first time in—stay near the entrance to build up your characters, then make a hasty retreat.

INTO THE PALACE

Minwu: A palace? This must be Pandaemonium, palace of the lord of Hell!

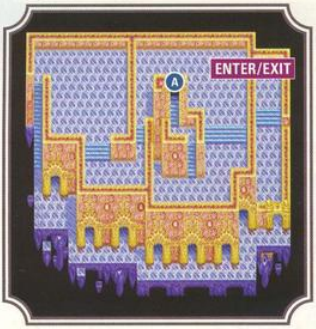
Minwu seems to recognize the Unknown Palace, just as he did the Chamber of the Soul. The Palace is very similar to Pandaemonium, but some things have changed. Extraordinarily powerful weapons are free for the taking inside the palace, but excess wandering will lead you into violent encounters—explore with caution.

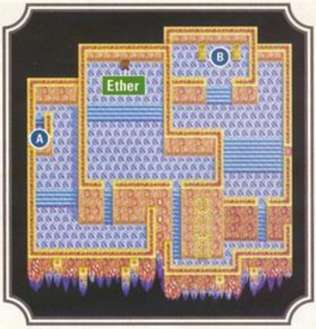
MAGICAL EXPERIENCE

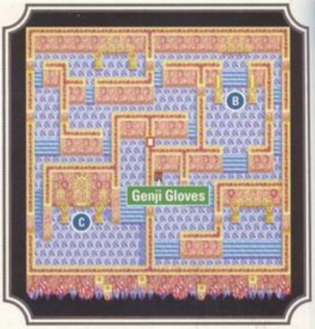
Li'l Murderer 5

Minwu 424/ 764 177
Scott 1242/1242 192
Josef 895/ 895 5
Ricard 2456/2456 46

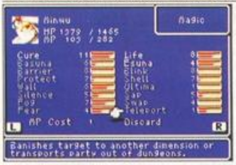
Spell strategy becomes very important inside the palace. Against multiple enemies of the same type, unleash spells that target their weakness. In battles of mixed monster types, it may be difficult to cast magic that hits every creature at once—some monsters may resist or even absorb the spell's effect.


ENTER/EXIT
A




B
Genji Gloves
C

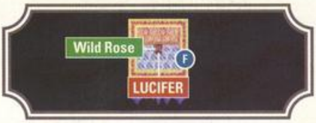
TAKE THE LONG WAY HOME

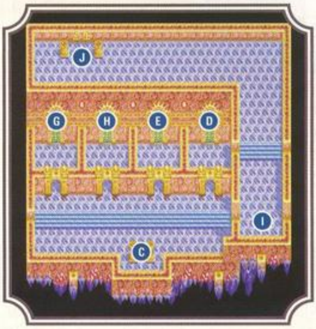


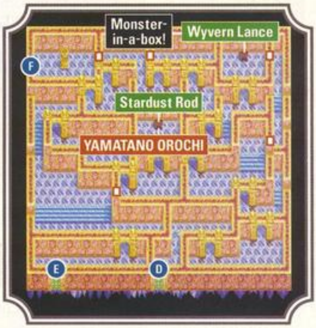
```
Minwu                              Magic
HP 1379  / 1465
MP  103  / 282

Cure      11        Life       8
Basuna     6        Esuna      4
Barrier    8        Blink      8
Protect    7        Shell      7
Wall       6        Ultima     1
Silence    5        Sap        6
Fog        7        Swap       4
Fear       4        Teleport   1
  MP Cost  1        Discard

Banishes target to another dimension or
transports party out of dungeons.
```

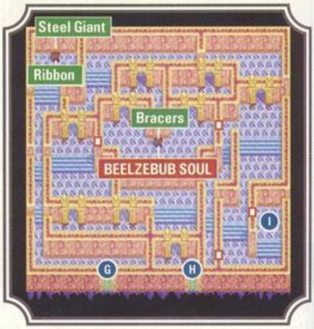
There is no way out of the Unknown Palace except on foot—neither the Teleport nor the Warp spell will work. Be sure not to get too far into the palace if you don't have enough resources to retrace your steps back out.

☐ White squares on the map represent pass-through walls. Use the shortcuts when possible to avoid unnecessary battles.

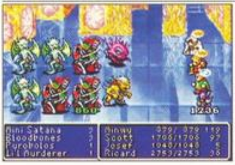

Wild Rose
F
LUCIFER




Monster-in-a-box!
Wyvern Lance
F
Stardust Rod
YAMATANO OROCHI
E
D


Steel Giant
Ribbon
Bracers
BEELZEBUB SOUL
I
G
H

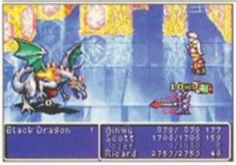
BATTLE ROYALE



```
Mini Satana      3   Minwu    979/ 979 119
Bloodbones       3   Scott   1706/1706  97
Purobolos        1   Josef   1048/1048   5
Li'l Murderer    1   Ricard  2753/2753  35
```

You will often come across a group of mixed enemies inside the Unknown Dungeon. Prioritize your attacks to eliminate the most dangerous enemies first. For example, target the heavy-hitting Bloodbones with Fire spells quickly, then worry about the less-threatening Purobolos.

BEWARE OF DRAGON



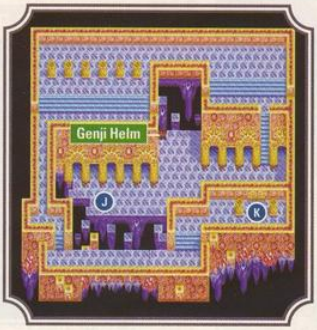
```
Black Dragon     1   Minwu    979/ 979 177
                     Scott   1706/1706 159
                     Josef      0/1048   5
                     Ricard  2753/2753  46
```

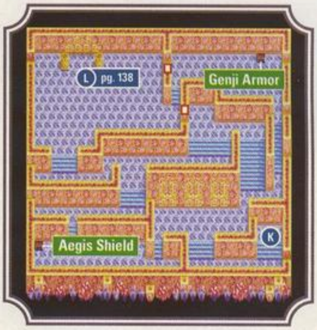
The Black Dragon is more dangerous than any of the other enemies in the Unknown Palace. Its attack is simple but devastating—it casts a super-powerful Flare spell against a single character, often taking off up to half of the victim's total HP. Its mild Magic Defense makes it more susceptible to spells than physical attacks, so hit it with the best magic you have.

BOSSES REBORN

Dark Behemoth 1
Minwu 879/ 879 145
Scott 1706/1706 172
Josef 1088/1088 5
Ricard 1973/2753 61

In addition to the Monster-in-a-box! bosses you fight in the Unknown Palace, many of the random enemy encounters are reincarnations of previous bosses. After every difficult battle, heal and refill the MP of every character—you don't know what you're going to fight next.


Genji Helm
J
K


L pg. 138
Genji Armor
Aegis Shield
K

YAMATANO OROCHI

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
8,000	450	160	9-100	190	1-80	8-70	15,000	None

Flare Lv. 6
Yamatano Orochi 1
Minwu 944/ 944 90
Scott 1246/1794 127
Josef 901/1130 5
Ricard 1042/2875 37

You will not be able to bring down the Yamatano Orochi by conventional methods. It has a very high Defense, and absorbs all manner of elemental magic. Cast Shell early to reduce the damage you'll suffer from its variety of magic attacks. Hit it with Ultima, Flare and Holy spells—they are about the only ways you will do any damage.

STEEL GIANT

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
6,500	480	180	12-100	200	0-0	14-100	3,000-15,000	Lightning

Steel Giant 1
Minwu 1383/1383 257
Scott 2105/2178 233
Josef 1623/1623 5
Ricard 3269/3269 54

Everything about the Steel Giant is big—its body, its sword and its Defense. Be sure to have at least two characters well-versed in the Thunder spell. Be prepared to have everyone else heal the characters the giant smacks with its mighty blade. It will sometimes drop great armor, as well as the Excalibur—give your rewards to your frontline warriors immediately.

LUCIFER

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
10,000	540	160	9-100	190	1-80	8-70	15,000	None

10 HIT
533
Lucifer 1
Minwu 1303/1303 65
Scott 1723/2127 166
Josef 1577/1577 5
Ricard 2904/3269 32

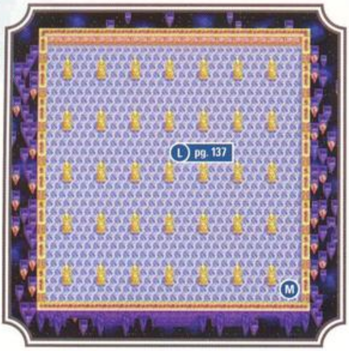
You'll find Lucifer deep in a hidden cove in the Unknown Palace. Beware of his physical attack—it deals a lot of damage, and he gains some life back with each hit. Use the Berserk spell to charge up Ricard's physical attack, then support him with Holy and Flare spells. Don't bother casting Cure to keep the others alive—you won't be able to stay apace with Lucifer's strikes.

BEELZEBUB SOUL

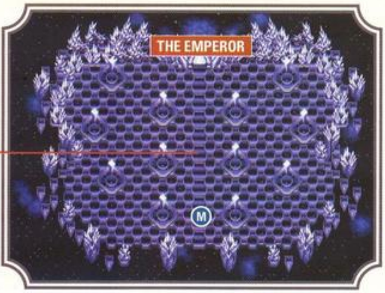
HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
8,000	450	160	9-100	190	1-80	8-70	15,000	Fire

Beelzebub Soul 1
Minwu 1267/1383 232
Scott 2145/2230 213
Josef 1592/1623 5
Ricard 3219/3337 46

The ugly Beelzebub Soul guards the Bracers. The Fire spell is just about the only effective method of destroying it—physical attacks are useless. If a character does not have the Fire spell, hit the Beelzebub Soul with any other offensive magic except Thunder, which the monster will absorb. Only a character who is not wielding a weapon can equip the Bracers.



Once you are in the emperor's chamber, head straight for the throne. There aren't any other features to the room except random monster encounters waiting to sap your resources.



NO TIME TO REPENT

When you reach the emperor, he no longer appears to be the evil monster he was before. He explains that the world where you are is not Pandaemonium, but its heavenly opposite, Arubboth. He claims that the emperor split into a light half and a dark half, and that you have already defeated the dark half.

TROUBLE IN PARADISE

The emperor has brought you to the palace so you can forgive him for your undue deaths, and if you agree, you will be granted eternal life in paradise. Before you react, some old friends will appear to let you know it's a trap—make the emperor pay for his dishonesty.

ENEMY ENCOUNTERS: UNKNOWN PALACE

NAME	HP	ATK	DEF	GIL	WEAKNESS
Black Dragon	5,000	180	180	15,000	—
Bloodbones	1,000	90	35	600-1,200	Fire
Cait Sith	700	40	60	0	—
Catoblepas	1,200	100	85	2,250-3,000	—
Chaos Rider	1,800	120	120	2,250-3,000	—
Chimera Brain	2,000	85	70	3,000-15,000	—
Dark Behemoth	6,000	180	120	15,000-15,000	—
Dark Magician	750	40	35	75	—
Dark Soul	500	35	40	75	—
Gold Golem	3,000	150	200	15,000	Lightning
Lamia Matriarch	1,760	50	50	15,000	—
Li'l Murderer	1,500	100	4	1,200-1,500	Lightning
Malboro Menace	900	85	85	15,000	Ice, Fire
Mini Satana	1,200	60	50	300-450	—
Mother Brain	200	40	35	600-1,200	Mind
Orukat	1,140	85	70	15,000	—
Purobolos	800	60	50	300-450	Ice
Twin Heads	800	40	25	900-1,500	Ice
Warg Wolf	1,500	70	50	2,250-3,000	—

FOUND WEAPONS

WEAPON	VALUE	DESCRIPTION
Stardust Rod	Not for Sale	A rod alight with the power of the stars
Wild Rose	Not for Sale	A sword of unmatched power
Wyvern Lance	Not for Sale	Legendary lance with the spirit of the Wyvern

FOUND ARMOR

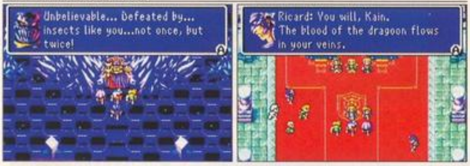
ARMOR	VALUE	DESCRIPTION
Aegis Shield	20,000 gil	Legendary shield that affords protection
Bracers	Not for Sale	Bracers that unleash wearer's true power
Genji Armor	15,000 gil	Armor boasting the finest defense
Genji Gloves	10,000 gil	Gloves boasting the finest defense
Genji Helm	10,000 gil	A helm boasting the finest defense
Ribbon	5,000 gil	Protects against all manner of special attacks

THE EMPEROR

HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL	WEAKNESS
25,000	540	180	9-100	220	1-80	16-70	0	None

The emperor has a wide array of attacks—be prepared for anything. By the time you reach the emperor, Minwu will probably have the most MP and the least HP. Put him in the back row to heal the other characters and to keep him out of harm's way. Cast Barrier and Shell at the start of the battle to reduce the effect of the emperor's magic. Ricard is the only player who can cause significant physical damage—boost the Dragoon's strength with Berserk early. Have all of the other players batter the emperor with non-elemental spells such as Ultima, Flare and Holy—the monarch is resistant to most other magic. Be alert for the emperor's physical attack—it will hammer you, draining most of your HP while partially healing your foe.

A FINAL PEACE

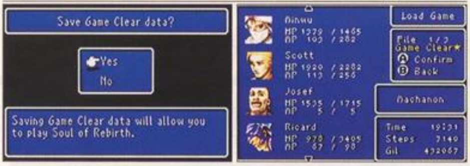


Unbelievable... Defeated by... insects like you...not once, but twice!

Ricard: You will, Kain. The blood of the dragoon flows in your veins.

The emperor is incredulous that he has been beaten twice. After the battle, you will return to Castle Fynn to watch the ending again—this time from the perspective of the ghosts you saw at the end of the first quest.

AFTER THE CREDITS ROLL



Save Game Clear data?

Yes
No

Saving Game Clear data will allow you to play Soul of Rebirth.

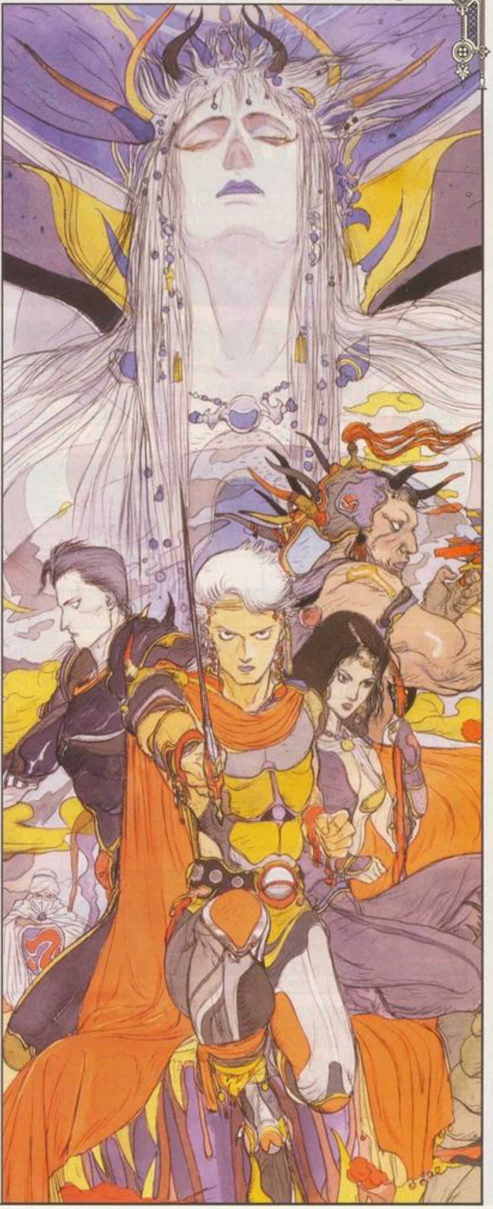
Minwu	HP 1379 / 1465	MP 103 / 282
Scott	HP 1920 / 2282	MP 113 / 256
Josef	HP 1535 / 1715	MP 5 / 5
Ricard	HP 970 / 2405	MP 67 / 98

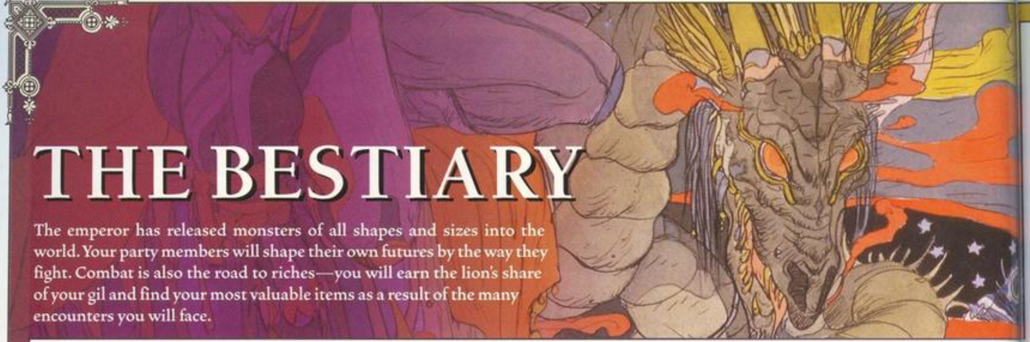
File 1/3
Game Clear★

Machanon

Time 19:31
Steps 7140
Gil 432067

After the end sequence and the credits, you will once again be able to save your game. Notice that the Game Clear tag on the save file changes color to show that you have completed both the regular quest and the Soul of Rebirth mission. Be sure to save to an empty file!





THE BESTIARY

The emperor has released monsters of all shapes and sizes into the world. Your party members will shape their own futures by the way they fight. Combat is also the road to riches—you will earn the lion's share of your gil and find your most valuable items as a result of the many encounters you will face.

UNDERSTANDING THE BESTIARY

Understanding how an enemy will fight will help you prepare for upcoming battles. The following pages supply complete data on every enemy in the game, including their strengths and weaknesses, their many attacks, their in-game bestiary number and the page on which they're first mentioned. Remember that you cannot access the in-game bestiary during battle.

VAMPIRE LADY #84

PG. 123

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,140	140	85	6-85	85	1-70	6-30	2,250-15,000

① WEAKNESS	② RESISTANCE	③ ABSORBS	④ TREASURE
Fire	Lightning Ice Body Poison Death Mind Matter	Death	Maiden's Kiss Blizzard Tome Hourglass

⑤ **ABILITIES**

Blizzard 12, Sleep 16

RANK—The enemy's difficulty, ranked from 1 to 7
HP—Hit Points: the amount of life the enemy has
MP—The amount of magic the enemy has at the beginning of a battle; the foe cannot cast any more spells if its MP reaches zero
ATK—The enemy's physical attack power
ACC—Accuracy; the likelihood the monster's physical attack will connect
DEF—The enemy's defense against physical attacks
EVA—Evasion; the enemy's chance of avoiding a physical attack
M. DEF—The enemy's defense against magical attacks
GIL—The amount of gil you will receive after defeating the enemy

① **WEAKNESS**—Some enemies are vulnerable to certain attack types—exploiting an enemy's weakness is often key to victory.

② **RESISTANCE**—Avoid using attacks to which an enemy is resistant. Such attacks will still cause damage, but at a lesser rate than other assaults.

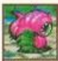
③ **ABSORBS**—When you attack an enemy with a spell type that it absorbs, it gains strength from the attack instead of feeling the normal effect.

④ **TREASURES**—Enemies sometimes drop items during battle. The treasure can be anything from spell tomes to weapons and protective shields.

⑤ **ABILITIES**—Enemies can strike via spells and special attacks. Enemy abilities are ranked by effectiveness (from 1-16), with greater numbers indicating greater effect.

ABYSS WORM

#75 PG. 119

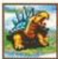


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,290	370	150	8-90	85	1-70	5-70	1,500-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Body Mind	Fire Death	None

ADAMANTOISE

#12 PG. 92

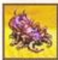


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	675	0	45	2-75	60	0-0	1-50	300-750

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	Lightning Poison	None	Diamond Shield

ANTLION

#31 PG. 106

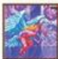


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	370	0	50	3-75	40	1-50	3-50	300-750

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice Poison	Lightning Fire	None	None

ASTAROTH

#127 PG. 129



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	7,000	540	150	8-100	180	1-80	8-70	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Fire Ice	None	White Robe Saint's Spirit Mythril Mirror Wind Flute Spider's Silk

BALLOON

#99 PG. 88

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	20	10	9	1-50	0	0-0	1-50	4-37

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning Fire	Body Mind	None	None

BASILISK

#68 PG. 118

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	750	140	70	6-80	50	1-65	6-30	750-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

BEAST DEMON

#34 PG. 130

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	1,000	140	70	6-80	60	1-75	6-60	3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Ice Fire	None	None

BEAST DEVIL

#137 PG. 133

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	90	20	20	6-80	0	1-65	6-60	150-300

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Ice Fire	None	Mythril Helm Mythril Axe Mythril Armor Mythril Bow

BEELZEBUB

#126 PG. 129

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	5,000	450	150	8-100	180	1-80	8-70	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Ice	Fire	BlackRobe Sage's Wisdom Betraya Fang Gaia Drum Hermes' Shoes

BEELZEBUB SOUL

#164 PG. 137

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	8,000	450	160	9-100	190	1-80	8-70	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Lightning Ice Body Poison Death Mind Matter	Lightning	Black Robe Gaia Drum Betrayal Fang Hermes' Shoes Sage's Wisdom

BEHEMOTH

#118 PG. 105

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	2,000	0	90	3-95	65	1-40	4-50	0

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

BIGFOOT

#135 PG. 133

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	150	0	35	8-80	5	1-30	4-80	75-450

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	None	Ice	None

BIG HORN

#48 PG. 111

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	1,140	0	50	4-85	50	1-60	6-30	750-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

BLACK DRAGON

#159 PG. 138

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	5,000	450	180	8-100	180	1-75	8-40	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Dragon Armor Black Garb Holy Lance Hermes' Shoes Dragon Shield

BLACK FLAN

#79 PG. 111

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	370	80	40	4-80	210	0-0	3-50	450-900

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Lightning Ice Body Poison Death Mind Matter	Poison	None

BLACK KNIGHT

#91 PG. 125

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,140	0	85	7-80	85	1-70	5-40	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Diamond Shield Hi-Potion Yoichi's Bow Sun Blade

BLACK KNIGHT

#166 PG. 81

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,140	0	30	3-80	20	1-70	5-40	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Diamond Shield Hi-Potion Yoichi's Bow Sun Blade

BLOODBONES

#146 PG. 138

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	1,000	200	90	5-75	35	2-40	3-50	600-1,200

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Poison Death Mind Matter	Death	Conch Shell Betrayal Fang Orichalcum

BLUE DRAGON

#122 PG. 127

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	3,500	240	180	8-100	150	1-75	8-40	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Poison	None	Lightning	Dragon Armor Betrayal Fang Holy Lance Wizard's Staff Dragon Shield

BOLT FISH

#41 PG. 115

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	540	80	60	4-80	50	1-50	4-40	600-1,200

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Fire Poison	Lightning	None

BOMB

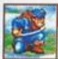
#102 PG. 111

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	640	140	60	5-80	50	0	4-40	450-900

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning Fire	Body Mind	None	None

BORGHEN

#46 PG. 93

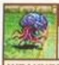


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	240	20	25	1-75	17	1-40	3-50	600

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Hi-Potion Mythril Knife

BRAIN

#58 PG. 108

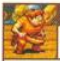


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	240	100	40	4-75	35	1-60	3-50	450-900

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Mind	Body Death	None	None

BUCCANEER

#45 PG. 101

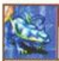


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	80	0	25	2-65	17	1-40	2-50	300-750

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

CAIT SITH

#152 PG. 138

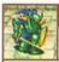


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	700	370	40	7-75	60	1-90	5-40	0

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

CAPTAIN

#105 PG. 83

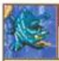


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	750	30	60	6-80	50	1-60	4-50	300-450

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Flame Bow Curse Tome Golden Armor Toad Tome

CATOBLEPAS

#154 PG. 138

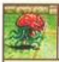


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	1,200	80	100	8-90	85	1-65	5-70	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Diamond Shield Hi-Potion Yoichi's Bow Sun Blade

CHANGER

#57 PG. 109

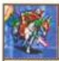


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	140	80	35	2-70	25	1-50	3-40	150-600

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Mind	Body Death	None	None

CHAOS RIDER

#157 PG. 138

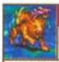


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,800	190	120	8-85	120	1-70	5-70	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Ice Fire Body Poison Death Mind Matter	None	Spider's Silk Rune Axe Diamond Gloves Diamond Helm Dragon Armor

CHIMERA

#35 PG. 103

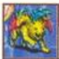


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	700	80	60	4-75	50	1-50	3-50	450-900

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

CHIMERA BRAIN

#150 PG. 138

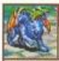


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	2,000	240	85	6-90	70	1-65	5-40	3,000-15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	Lightning Ice Fire	Pheonix Down Mythril Mirror Ether Cat Claws Mallet

CHIMERA SPHINX

#37 PG. 127

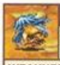


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,140	370	85	6-90	70	1-70	5-40	3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

COCKATRICE

#43 PG. 111

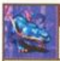


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	370	0	35	4-70	40	1-50	3-50	600-1,200

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

COEURL

#111 PG. 125

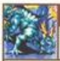


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,000	300	40	7-75	60	1-70	5-40	1,500-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

DARK BEHEMOTH

#160 PG. 138

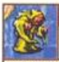


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	6,000	300	180	9-100	120	1-40	8-30	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Twist Headband Death Idol Power Vest Yoichi's Bow Power Armlet

DARK MAGICIAN

#149 PG. 138

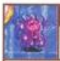


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	750	600	40	2-75	35	1-30	4-60	75

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Berserk Tome Fire Tome Scourge Tome Stun Tome Thunder Tome Mage's Staff

DARK SOUL

#144 PG. 138

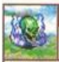


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	500	170	35	4-80	40	1-50	4-40	75

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	Lightning Ice Fire Body Poison Death Mind Matter	Blind Tome Hellfire Sleep Tome Warp Tome Blizzard Tome Blink Tome

DEAD HEAD

#21 PG. 90



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	45	0	17	1-60	9	1-20	2-40	9-75

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Mind	Death	None

DEATH FLOWER
#38 PG. 106

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	540	0	40	4-80	40	0-0	3-50	300-750

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice Fire	Body Mind	None	Antidote Eye Drops Sleepgrass Potion

DEATH HORN
#139 PG. 133

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	400	0	50	4-85	4	1-35	6-30	150-600

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Mind	Death	None

DEATH KNIGHT
#133 PG. 133

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	150	30	30	10-80	20	1-80	4-60	1,200-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Poison Axe Stun Tome Unicorn Horn Warp Tome

DEATH RIDER
#92 PG. 130

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,290	0	120	8-85	120	1-70	5-70	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Mind Body	Death	Hi-Potion Elixir Ether Ribbon Thunder Spear

DEVIL'S BLOOM
#39 PG. 118

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,140	0	70	6-85	70	1-65	5-70	900-2,250

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Mind	Death	None

DEVIL WOLF
#62 PG. 130

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	870	300	70	8-80	50	1-75	6-60	3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

DUAL DEADS
#18 PG. 108

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	300	0	40	5-65	25	1-50	3-50	300-750

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Mind	Death	None

DUAL HEADS
#17 PG. 92

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	80	0	25	2-50	17	1-20	2-50	18-300

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Body	Mind	None	Mace Battle Axe

EMPEROR
#85 PG. 122

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	3,000	190	70	6-80	75	1-65	6-40	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Elixir Cottage Eye Drops Diamond Armor Phoenix Down Defender

EMPEROR
#128 PG. 130

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	15,000	540	180	8-100	210	2-80	16-70	0

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Ice Fire Body Poison Death Mind Matter	Death Matter	None

EMPEROR
#162 PG. 139

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	25,000	540	180	9-100	220	1-80	16-70	0

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Ice Fire Body Poison Death Mind Matter	Death Matter	None

EYEMOEBA
#71 PG. 123

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,140	0	100	6-75	60	0-0	6-30	1,200-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Body Death Mind Matter	Poison	None

FIRE GIGAS
#115 PG. 116

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	1,800	240	100	6-95	100	1-40	4-50	900-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	None	Fire	Flame Sword Confuse Tome Flame Armor

FLAN PRINCESS
#132 PG. 133

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	85	0	10	4-80	45	0-0	3-50	450-900

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Poison	Body Death Mind Matter	Lightning Ice Fire	Hi-Potion Ether

FLYING RAY
#56 PG. 111

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	750	0	60	6-80	50	1-65	4-40	600-1,200

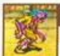
WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

GENERAL
#106 PG. 125

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	1,800	0	120	10-95	100	1-75	4-60	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Spider's Silk Dragon Armor Diamond Gloves Rune Axe Diamond Helm

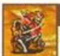
GHAST #25 PG. 96



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	100	30	25	2-60	9	1-30	2-50	75-450

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Mind	Death	None

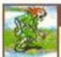
GHOST #30 PG. 111



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	540	140	35	5-75	35	1-60	3-50	750-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Poison Death Mind Matter	Death	None

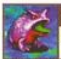
GHOUL #24 PG. 92



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	60	0	17	1-60	4	1-20	2-40	37-300

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Mind	Death	None

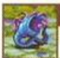
GIGANTOAD #51 PG. 103



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	450	0	40	4-75	40	1-50	3-50	300-750

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	None	None	None

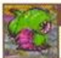
GIGA PARASITE #129 PG. 133



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	80	0	20	6-75	2	1-65	4-40	150-600

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	Mind	None	None

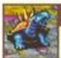
GIGAS WORM #140 PG. 133



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	300	0	30	8-90	10	1-75	5-70	75-450

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Body Mind	Death	None

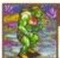
GIL SNAPPER #136 PG. 133



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	200	0	40	9-75	15	0-0	1-50	1,500-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	Lightning Poison	None	None

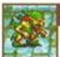
GLASYA LABOLAS #141 PG. 133



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	700	0	60	10-80	15	1-70	4-50	1,500-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

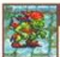
GOBLIN #96 PG. 82



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	6	0	4	1-50	0	0-0	1-50	9-75

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

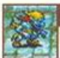
GOBLIN GUARD #97 PG. 84



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	10	6	4	1-50	0	1-10	1-50	9-75

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

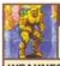
GOBLIN PRINCE #98 PG. 96



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	30	10	9	1-60	4	1-10	2-40	18-75

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Potion Bronze Shield Longbow Longsword

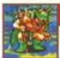
GOLD GOLEM #158 PG. 138



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	3,000	0	150	8-95	200	1-50	14-100	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning	Ice Fire Body Poison Death Mind Matter	None	None

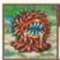
GOTTOS #33 PG. 108



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	2,000	80	70	6-90	60	1-65	5-40	1,200-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Bacchus's Wine Haste Tome Ripper

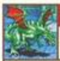
GREAT MALBORO #67 PG. 119



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,290	0	85	8-85	85	1-70	5-70	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

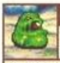
GREEN DRAGON #121 PG. 122



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	3,000	190	150	7-100	150	1-75	8-40	3,000-15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning	None	Poison	Betrayal Fang Diamond Helm Healing Staff Gaia Drum Acid Phial

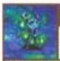
GREEN SLIME #76 PG. 88



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	10	6	4	1-50	210	0-0	1-50	4-37

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice Fire	Body Death Mind Matter	Poison	None

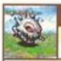
GREEN SOUL #81 PG. 109



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	6	60	25	1-70	17	1-40	3-40	150-600

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	Lightning Ice Fire Body Poison Death Mind Matter	None

GRENADE

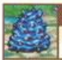


#100 PG. 92

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	60	10	25	1-65	17	0-0	2-50	9-75

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning Fire	Body Mind	None	None

HECTEYES

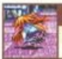


#72 PG. 119

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,140	300	85	7-90	70	1-70	5-70	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Ice Fire Body Poison Death Mind Matter	Poison	None

HELLDIVER

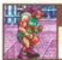


#42 PG. 98

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	140	0	35	2-65	17	1-50	2-50	75-450

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

HILL GIGAS

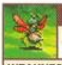


#114 PG. 102

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	750	0	100	3-80	60	1-30	4-40	300-600

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Giant's Helm Giant's Gloves

HORNET

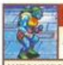


#3 PG. 82

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	6	0	4	1-50	0	1-10	1-50	4-37

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

ICE GIGAS

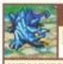


#116 PG. 117

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	2,000	140	120	7-95	120	1-50	4-50	900-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	None	Ice	Ice Brand Stop Tome Antarctic Wind

ICE LIZARD

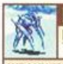


#70 PG. 118

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,000	190	85	7-85	70	1-65	6-30	900-2,250

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	None	Ice	

ICICLE

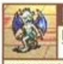


#7 PG. 91

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	60	0	17	1-60	17	0-0	2-40	18-150

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Mind	Ice	None

IMP

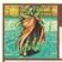


#63 PG. 111

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	300	100	35	4-70	35	1-50	3-100	750-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Ice Fire	None	None

IMPERIAL SHADOW



#86 PG. 119

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	3,000	240	120	8-100	120	1-80	8-30	0

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Ice Body Poison Death Mind Matter	Death	None

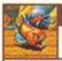
IRON GIANT

#124 PG. 130

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	3,500	240	180	12-100	180	0-0	14-100	3,000-15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning Ice	Body Matter Mind Death	Fire	Genji Helm Excalibur Genji Gloves Aegis Shield Genji Armor

KILLER FISH

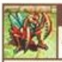


#40 PG. 101

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	100	0	25	2-65	17	1-30	2-50	37-300

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning	Fire Poison	None	

KILLER MANTIS

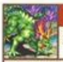


#87 PG. 109

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	750	0	60	5-75	50	1-60	4-40	600-1,200

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	None	None	None

KING BEHEMOTH

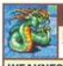


#119 PG. 127

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	5,000	0	150	8-100	120	1-50	8-30	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Twist Headband Death Idol Power Vest Yoichi's Bow Power Armlet

LAMIA

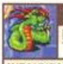


#112 PG. 123

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,000	60	70	6-85	70	1-65	6-30	1,200-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

LAMIA MATRIARCH

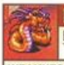


#151 PG. 138

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,760	150	50	8-95	50	2-80	7-40	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Hi-Potion Elixir Ether Ribbon Thunder Spear

LAMIA QUEEN



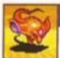
#113 PG. 105

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	1,290	370	50	8-95	50	2-75	7-40	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Diamond Cuirass Sage's Wisdom Protect Ring Ribbon Gold Hairpin

LAND RAY

#54 PG. 106

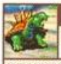


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	450	0	40	4-75	40	1-50	3-50	450-900

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

LAND TURTLE

#13 PG. 96

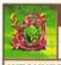


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	140	0	35	2-65	35	0-0	2-50	37-300

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	Lightning Poison	None	Mythril Shield

LEG EATER

#1 PG. 82

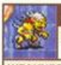


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	6	0	4	1-60	0	0-0	1-50	4-37

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Body Mind	None	None

LI'L MURDERER

#142 PG. 138

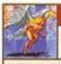


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	1,500	250	100	6-80	4	3-20	2-40	1,200-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning	None	None	Wizard's Staff Confuse Tome Black Robe Flare Tome

LUCIFER

#165 PG. 137

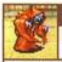


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	10,000	540	160	9-100	190	1-80	8-70	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Fire Ice	None	White Robe Saint's Spirit Mythril Mirror Wind Flute Spider's Silk

MAGICIAN

#107 PG. 98

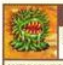


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	80	30	17	1-65	9	1-40	3-60	75

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Berserk Tome Fire Tome Scourge Tome Stun Tome Thunder Tome Mage's Staff

MALBORO

#65 PG. 111

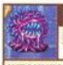


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	750	0	50	5-80	50	1-60	4-40	450-900

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning	Fire Poison	None	Hi-Potion Ether

MALBORO MENACE

#156 PG. 138

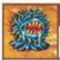


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	900	0	85	8-85	85	1-70	5-70	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice Fire	None	Body Poison Death Mind Matter	Twist Headband Death Idol Power Vest Yoichi's Bow Power Armlet

MALBORO TERRA

#66 PG. 118

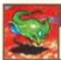


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,000	0	60	7-80	60	1-65	6-30	750-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Poison	None	Hi-Potion Elixir Ether

MANTA RAY

#55 PG. 115

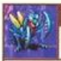


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	870	0	70	5-80	60	1-60	4-40	600-1,200

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning	Fire Poison	None	None

MANTIS DEVIL

#89 PG. 130

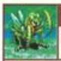


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	1,290	370	85	8-85	85	1-75	5-70	3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Ice	Fire	None

MANTIS KING

#88 PG. 119

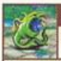


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,140	0	85	7-80	70	1-70	5-40	3,000-15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	None	None	Phoenix Down Mythril Mirror Ether Cat Claws Mallet

MEGA PARASITE

#60 PG. 119

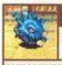


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	750	300	40	6-75	50	1-65	4-40	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	Mind	None	None

MINE

#101 PG. 98

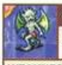


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	190	30	35	2-70	25	0-0	3-40	37-300

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning Fire	Body Mind	None	None

MINI SATANA

#148 PG. 138

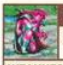


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	1,200	350	60	8-80	50	1-50	6-60	300-450

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Ice Fire	None	Flame Bow Curse Tome Golden Armor Toad Tome

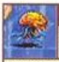
MISS VAMP

#134 PG. 133



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	100	0	25	6-85	10	1-75	6-30	2,250-15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Lightning Ice Body Poison Death Mind Matter	Death	Maiden's Kiss Blizzard Tome Hourglass

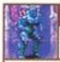


MOTHER BRAIN

#145 PG. 138

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	200	100	40	4-75	35	1-70	3-50	600-1,200

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Mind	Body Death	None	None

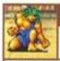


MYTHRIL GOLEM

#95 PG. 130

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	2,000	0	150	8-95	180	1-50	14-100	1,500-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning	Ice Fire Body Poison Death Mind Matter	None	None

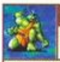


OGRE

#14 PG. 96

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	100	0	25	1-65	17	1-20	2-50	75-300

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Mythril Mace Mythril Helm

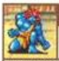


OGRE CHIEF

#16 PG. 103

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	300	0	40	3-70	35	1-40	3-40	450-750

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Wing Sword Ice Shield

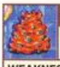


OGRE MAGE

#15 PG. 96

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	140	30	25	2-65	17	1-40	3-40	75

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Blind Tome Blink Tome Sleep Tome Hellfire Blizzard Tome Warp Tome

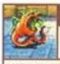


ORUKAT

#155 PG. 138

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,140	400	85	7-90	70	0-0	5-70	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Ice Fire Body Poison Death Mind Matter	None	Diamond Cuirass Ribbon Protect Ring Gold Hairpin Sage's Wisdom

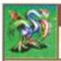


PARASITE

#59 PG. 106

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	300	0	35	3-70	40	1-40	3-50	450-900

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	Mind	None	None

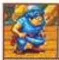


PHORUSRACOS

#11 PG. 98

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	140	0	35	2-65	25	1-30	2-50	37-300

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

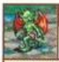


PIRATE

#44 PG. 101

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	90	0	17	1-60	15	1-30	2-40	150-600

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

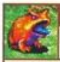


PIT FIEND

#64 PG. 119

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	750	300	60	8-80	50	1-65	6-60	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Ice	Fire	None

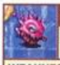


POISON TOAD

#50 PG. 106

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	300	0	35	3-70	35	1-30	3-50	75-150

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	None	None	Antidote Death Idol Potion Maiden's Kiss

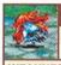


PUROBOLOS

#143 PG. 138

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	800	300	60	5-80	50	0-0	4-40	300-450

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	Lightning	Fire	Flame Bow Curse Tome Golden Armor Toad Tome

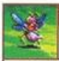


PYROLISK

#131 PG. 133

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	90	0	20	4-70	4	2-50	3-50	37-300

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

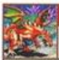


QUEEN BEE

#4 PG. 65

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	30	0	9	1-50	4	1-10	1-50	4-9

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Potion Antidote

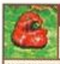


RED DRAGON

#123 PG. 127

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	5,000	450	180	8-100	180	1-75	8-40	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	None	Fire	Dragon Armor Black Garb Holy Lance Hermes' Shoes Dragon Shield



RED MOUSSE

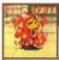
#78 PG. 111

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	100	45	25	2-65	210	0-0	2-50	75-450

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning	Ice Body Poison Death Mind Matter	Poison	None

RED SOUL

#80 PG. 96

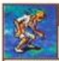


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	540	30	35	1-80	40	1-60	4-40	18-150

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	Lightning Ice Fire Body Poison Death Mind Matter	None

REVENANT

#26 PG. 103

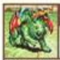


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	240	0	40	3-70	25	1-40	3-40	450-900

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Mind	Death	None

RHYOS

#36 PG. 114

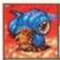


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	750	140	60	5-80	50	1-60	4-40	750-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

ROUNDWORM

#73 PG. 115

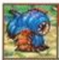


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	2,500	0	120	6-95	100	1-10	4-50	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

ROUNDWORM

#168 PG. 133

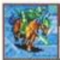


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	2,000	0	25	4-95	10	1-10	4-50	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

ROYAL GUARD

#90 PG. 123

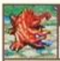


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	870	0	60	6-75	60	1-65	6-30	1,200-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Poison Axe Stun Tome Unicorn Horn Warp Tome

SALAMANDER

#69 PG. 119

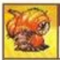


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,290	300	100	8-90	85	1-70	5-70	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	None	Fire	None

SAND WORM

#74 PG. 119

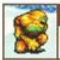


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,290	190	100	7-85	40	1-70	6-30	1,200-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

SASQUATCH

#6 PG. 86

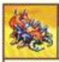


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	20	0	4	1-50	0	1-10	1-50	9-75

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

SCISSORJAWS

#32 PG. 119

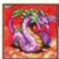


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	870	0	70	6-80	60	1-70	4-40	1,500-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

SEA DRAGON

#53 PG. 115

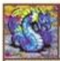


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	870	80	70	5-80	60	1-60	4-40	600-1,200

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning	Fire Poison	None	Conch Shell Orichalcum Betrayal Fang

SEA SERPENT

#138 PG. 133

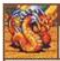


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	100	100	10	5-80	10	1-70	4-40	75-450

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning	Fire Poison	None	None

SEA SNAKE

#52 PG. 101

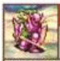


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	300	0	40	3-75	40	1-40	3-50	75-450

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning	Fire Poison	None	None

SERGEANT

#104 PG. 88

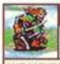


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	420	10	35	2-70	25	1-30	3-50	150-300

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Mythril Helm Mythril Armor Mythril Axe Mythril Bow

SHADOW

#27 PG. 92

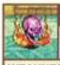


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	45	0	17	1-60	9	1-20	2-40	18-150

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Lightning Body Death Mind Matter	Death	None

SKULL

#22 PG. 125

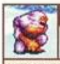


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	640	300	50	6-75	40	1-65	4-40	1,500-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Mind	Death	None

SNOWMAN

#5 PG. 91

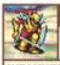


RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	45	0	9	1-60	4	1-20	2-40	18-150

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	None	Ice	None

SOLDIER

#103 PG. 84



RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	45	10	17	1-60	9	1-10	2-50	9-75

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Potion Garlic Antidote

SORCERER

#108 PG. 106

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	140	60	25	1-70	17	1-50	3-60	600

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Aura Tome Toad Tome Death Tome Drain Tome Haste Tome Gold Cuirass

SOUL EATER

#130 PG. 133

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	40	0	15	3-95	3	0-0	1-50	300-750

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Body Mind	None	Antidote Eye Drops Sleepgrass Potion

SPECTER

#29 PG. 106

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	300	100	25	3-75	25	1-40	3-50	600-1,200

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Poison Death Mind Matter	Death	None

SPRINTER

#10 PG. 83

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	30	0	9	1-50	0	1-40	1-50	4-37

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

STALACTITE

#8 PG. 102

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	240	0	35	2-70	35	1-30	3-40	150-600

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Poison	Mind	None	None

STALAGMITE

#9 PG. 96

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	240	0	40	3-70	40	1-30	3-40	600-1,200

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Mind	None	None

STEEL GIANT

#161 PG. 137

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	6,500	480	180	12-100	200	0-0	14-100	3,000-15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Lightning	Ice Body Death Mind Matter	Fire	Genji Helm Excalibur Genji Gloves Aegis Shield Genji Armor

STONE GOLEM

#94 PG. 125

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	1,800	240	120	7-95	150	1-50	14-100	900-2,250

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Poison	Lightning Ice Fire Body Death Mind Matter	None	None

STUNNER

#20 PG. 98

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	100	0	17	2-65	17	1-30	2-50	75-450

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

THUNDER GIGAS

#117 PG. 117

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	2,500	370	150	8-95	150	1-60	4-50	1,200-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Poison	None	Lightning	Wizard's Staff Confuse Tome Black Robe Flare Tome

TIAMAT

#125 PG. 129

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	5,000	450	150	8-100	180	1-80	8-70	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Body	Mind	Lightning Poison Fire Ice	Elixir Holy Tome Phoenix Down Flare Tome Life Tome

TWIN HEADS

#153 PG. 138

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	800	400	40	5-65	25	1-50	3-50	900-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice	None	Fire	Flame Sword Confuse Tome Flame Armor

ULTIMA WEAPON

#169 PG. 135

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	15,000	500	150	9-100	190	1-80	8-70	0

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Lightning Ice Fire Body Poison Death Mind Matter	None	None

VAMPIRE GIRL

#83 PG. 111

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	540	100	40	5-80	50	1-60	4-40	750-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Lightning Ice Body Poison Death Mind Matter	Death	None

VAMPIRE LADY

#84 PG. 123

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	1,140	140	85	6-85	85	1-70	6-30	2,250-15,000

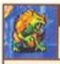
WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Lightning Ice Body Poison Death Mind Matter	Death	Maiden's Kiss Blizzard Tome Hourglass

VAMPIRE THORN

#2 PG. 84

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	20	0	4	1-60	0	0-0	1-50	4-18

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Body Mind	None	Antidote Potion Eye Drops

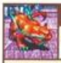


WARG WOLF

#147 PG. 138

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	1,500	0	70	8-80	50	1-80	6-60	2,250-3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

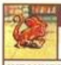


WEREPANTHER

#110 PG. 98

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
3	190	0	35	2-70	25	1-30	3-40	75-450

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Body Death	None	None

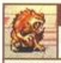


WERERAT

#19 PG. 96

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	60	0	17	1-60	4	2-20	2-40	37-300

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Body Death	None	None

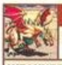


WERERWOLF

#61 PG. 111

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	540	0	50	4-80	50	1-50	4-40	750-1,500

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Body Death	None	None

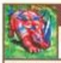


WHITE DRAGON

#120 PG. 118

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	2,500	140	150	6-95	120	1-75	5-50	3,000-15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	None	Ice	Betrayal Fang Genji Gloves Ice Bow Wind Flute Antarctic Wind

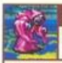


WILD HORN

#49 PG. 106

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
5	300	0	40	3-85	35	1-30	3-50	150-600

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	None

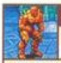


WIZARD

#109 PG. 106

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
6	540	190	40	1-75	35	1-70	4-60	1,500-2,250

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	None	Diamond Cuirass Flare Tome Warp Tome Osmose Tome Drain Tome

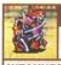


WOOD GOLEM

#93 PG. 123

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	1,620	0	100	6-95	120	1-50	14-100	900-2,250

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Poison Death Mind Matter	None	None

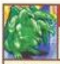


WRAITH

#28 PG. 96

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	60	0	9	1-65	9	2-20	2-50	37-300

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Poison Death Mind Matter	Death	None

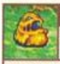


YAMATANO OROCHI

#163 PG. 137

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	8,000	450	160	9-100	190	1-80	8-70	15,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	Mind	Lightning Poison Fire Ice	Elixir Holy Tome Phoenix Down Flare Tome Life Tome

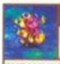


YELLOW JELLY

#77 PG. 112

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
2	45	6	17	1-60	210	0	2-40	4-37

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Ice Fire	Lightning Body Death Mind Matter	Poison	None

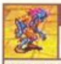


YELLOW SOUL

#82 PG. 103

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
4	20	80	35	1-70	25	1-40	3-40	150-600

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
None	None	Lightning Ice Fire Body Poison Death Mind Matter	None

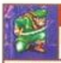


ZOMBIE

#23 PG. 88

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
1	30	0	17	1-60	0	0	1-50	9-75

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Mind	Death	None

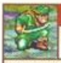


ZOMBIE BORGHEN

#47 PG. 129

RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	2,500	370	120	6-95	120	1-60	10-100	3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Mind	Death	None



ZOMBIE BORGHEN

#167 PG. 132

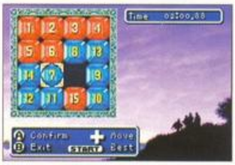
RANK	HP	MP	ATK	ACC	DEF	EVA	M. DEF	GIL
7	2,500	370	30	3-95	5	1-60	10-100	3,000

WEAKNESS	RESISTANCE	ABSORBS	TREASURE
Fire	Ice Body Mind	Death	None

FINAL FANTASY
GAME SECRETS

Mastering Final Fantasy I means more than just finishing the game; you'll also want to uncover all its secrets. Find the hidden puzzle while sailing the high seas, and play against the clock for items and gil. After you defeat each Elemental Fiend, seek out the bonus dungeon you've unlocked to fight the most difficult bosses in the game and to obtain weapons and armor of unparalleled power.

SLIDER PUZZLE



While you're onboard your ship, hold A and press B 23 times to bring up a basic slider puzzle game called 15 Block. If you can place the numbers in order, you'll be rewarded with a prize that you can use in your adventure. Complete the puzzle in under two minutes to set a new record. The faster your time, the more items you'll get and the more useful they will be.

WHAT YOU'LL WIN

Place	Time	Reward Possibilities
1st Place	0:30:00 or less	X-Potion
2nd Place	1:00:00 or less	Dry Ether Elixir, Emergency Exit, Hermes' Shoes, Remedy
3rd Place	2:00:00 or less	Blue Curtain, Blue Fang, Cockatric Claw, Red Curtain, Red Fang, Spider's Silk, Vampire Fang, White Curtain, White Fang
Other Wins	Over 2:00:00	100 Gil, Antidote, Echo Grass, Ether, Eye Drops, Gold Needle, Phoenix Down, Potion

TILE PATTERNS

To move a tile, select it with the cursor and press A to move it toward the empty space. You can also move a whole row at a time. Getting the tiles to cooperate can be tricky when there is only one blank space to work with. The diagram below illustrates one surefire way to get four in a row.

1	2	3	F
A	x	x	4
B	x	x	x
C	D	E	

Line up the first three numbers, then move 4 to the space below the desired location.

2	3	F	4
1	x	x	x
A	x	x	
B	C	D	E

Shift the entire perimeter one space counter-clockwise.

2	3		4
1	x	F	x
A	x	x	x
B	C	D	E

Move F down one space, creating a gap between 3 and 4.

1	2	3	4
	x	F	x
A	x	x	x
B	C	D	E

Shift 1, 2 and 3 around the perimeter one space clockwise.

15, 13, 14

The last row is always the most difficult. Follow the pattern below when the last row is ordered 15, 13, 14. You should have to use only the bottom two rows to solve the puzzle.

9	10	11	12
15	13	14	

Position the empty space in the lower-right corner.

	9	10	11
15	13	14	12

Move 12 down, then shift the upper row right.

15	9	10	11
13	14		12

Move 15 up, then shift 13 and 14 left.

15		9	11
13	14	10	12

Move 10 down, then move 9 to the right.

13	15	9	11
14		10	12

Move 15 right, 13 up and 14 left.

13		9	11
14	15	10	12

Move 15 down.

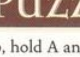
13	9	10	11
14	15		12

Move 9 left, then 10 up.

9	10	11	12
13	14	15	

Move all 7 blocks counterclockwise one space.

14, 15, 13



Another arrangement for the bottom row might look like this. Use the moves below to solve the puzzle if the bottom row reads 14, 15, 13.

9	10	11	12
	14	15	13

Position the empty space in the lower-left corner.

10	11	12	
9	14	15	13

Move 9 down, then shift the upper row left.

10	11	12	13
9		14	15

Move 13 up, then shift 14 and 15 right.

10	12		13
9	11	14	15

Move 11 down, then move 12 left.

10	12	13	15
9	11		14

Move 13 left, 15 up and 14 right.

10	12		15
9	11	13	14

Move 13 down.

10	11	12	15
9		13	14

Move 12 right, then 11 up.

9	10	11	12
13	14	15	

Move all 7 blocks clockwise one space.

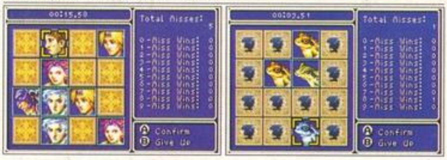
BONUS DUNGEONS

There are four dungeons in Final Fantasy. Conquering them is not necessary to complete the game, but they are full of powerful items, weapons and armor not found anywhere else. Each time you defeat an Elemental Fiend a corresponding dungeon will become unlocked. As you play through the game, Earthgift Shrine, Hellfire Chasm, Lifespring Grotto and Whisperwind Cove will become available for you to explore. For detailed strategy on these dungeons, consult pages 46-65.

FINAL FANTASY II
GAME SECRETS

There are many new secrets to discover in Final Fantasy II—play minigames to earn prizes, and set off on a new quest through brand-new dungeons. Some of the secrets will help you in your adventure, but none of them are critical to the completion of the main quest—enjoy them as optional asides during or after your journeys. After you complete both Final Fantasy and Final Fantasy II, you'll be able to unlock a menu that lets you access all the music from the games.

SECRET IN THE SNOW


00:15.50
Total Misses: 5
0-Miss Wins: 0
1-Miss Wins: 0
2-Miss Wins: 0
3-Miss Wins: 0
4-Miss Wins: 0
5-Miss Wins: 0
6-Miss Wins: 0
7-Miss Wins: 0
8-Miss Wins: 0
9-Miss Wins: 0
Ⓐ Confirm
Ⓑ Give Up
00:02.51
Total Misses: 1
0-Miss Wins: 0
1-Miss Wins: 0
2-Miss Wins: 0
3-Miss Wins: 0
4-Miss Wins: 0
5-Miss Wins: 0
6-Miss Wins: 0
7-Miss Wins: 0
8-Miss Wins: 1
9-Miss Wins: 0
Ⓐ Confirm
Ⓑ Give Up

While on the snowcraft, hold the A Button and hit the B Button 22 times. You'll unlock a memory minigame in which you can earn treasure and items to use in the main quest. The fewer mistakes you make in the game, the better your prizes. If one of your characters has upgraded the Toad spell to level 16, all of the face panels in the minigame will change to toad heads.

CHARACTER MINIGAME

MISSES	GIL	PRIZE
0 Misses	20,000 gil	Elixir, Cottage
1 Miss	15,000 gil	Elixir
2 Misses	10,000 gil	Phoenix Down, Cottage
3 Misses	5,000 gil	Phoenix Down
4 Misses	2,500 gil	Gold Needle, Ether
5 Misses	1,500 gil	Ether
6 Misses	500 gil	Gold Needle
7 Misses	300 gil	Hi-Potion, Antidote
8 Misses	200 gil	Hi-Potion
9 Misses	100 gil	Potion, Antidote
10 Misses	0 gil	Potion

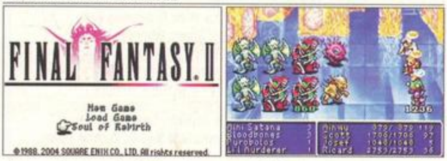
TOAD MINIGAME

MISSES	GIL	PRIZE
0 Misses	40,000 gil	Masamune
1 Miss	25,000 gil	Aegis Shield
2 Misses	10,000 gil	Genji Armor
3 Misses	5,000 gil	Genji Gloves
4 Misses	3,000 gil	Genji Helm
5 Misses	2,500 gil	Hermes' Shoes
6 Misses	1,500 gil	Sage's Wisdom
7 Misses	1,000 gil	Saint's Spirit
8 Misses	500 gil	Bacchus's Wine
9 Misses	300 gil	Conch Shell
10 Misses	100 gil	—

RIDE THE CHOCOBO

Chocobos are legendary animals that have appeared in nearly all of the Final Fantasy games. To ride a Chocobo in Final Fantasy II, head due south from Kashuan Keep to find the Chocobo Forest. Catch the Chocobo in the glade to ride it around the overworld.

SOUL OF REBIRTH


FINAL FANTASY II
New Game
Load Game
Soul of Rebirth
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1236
Mini Satana 3
Bloodbones 3
Purobolos 1
Lil Murderer 1
Minwu 379/ 379 117
Scott 1706/1706 97
Josef 1040/1040 5
Ricard 2753/2753 36

After you've completed the main story, an additional option will appear in the Final Fantasy II main menu. Select the Soul of Rebirth option to begin a new journey that involves some of the characters from the main quest. See pages 133-139 for more detail.

MUSIC TO YOUR EARS

After you have completed both Final Fantasy and Final Fantasy II, a new option will appear in the main menu that will allow you to browse and listen to all of the music in the games. The music player includes effects such as a waveform generator and meters for up to 10 different audio channels, one for each "instrument" in a song.

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FINAL FANTASY

TOWNS & DUNGEONS

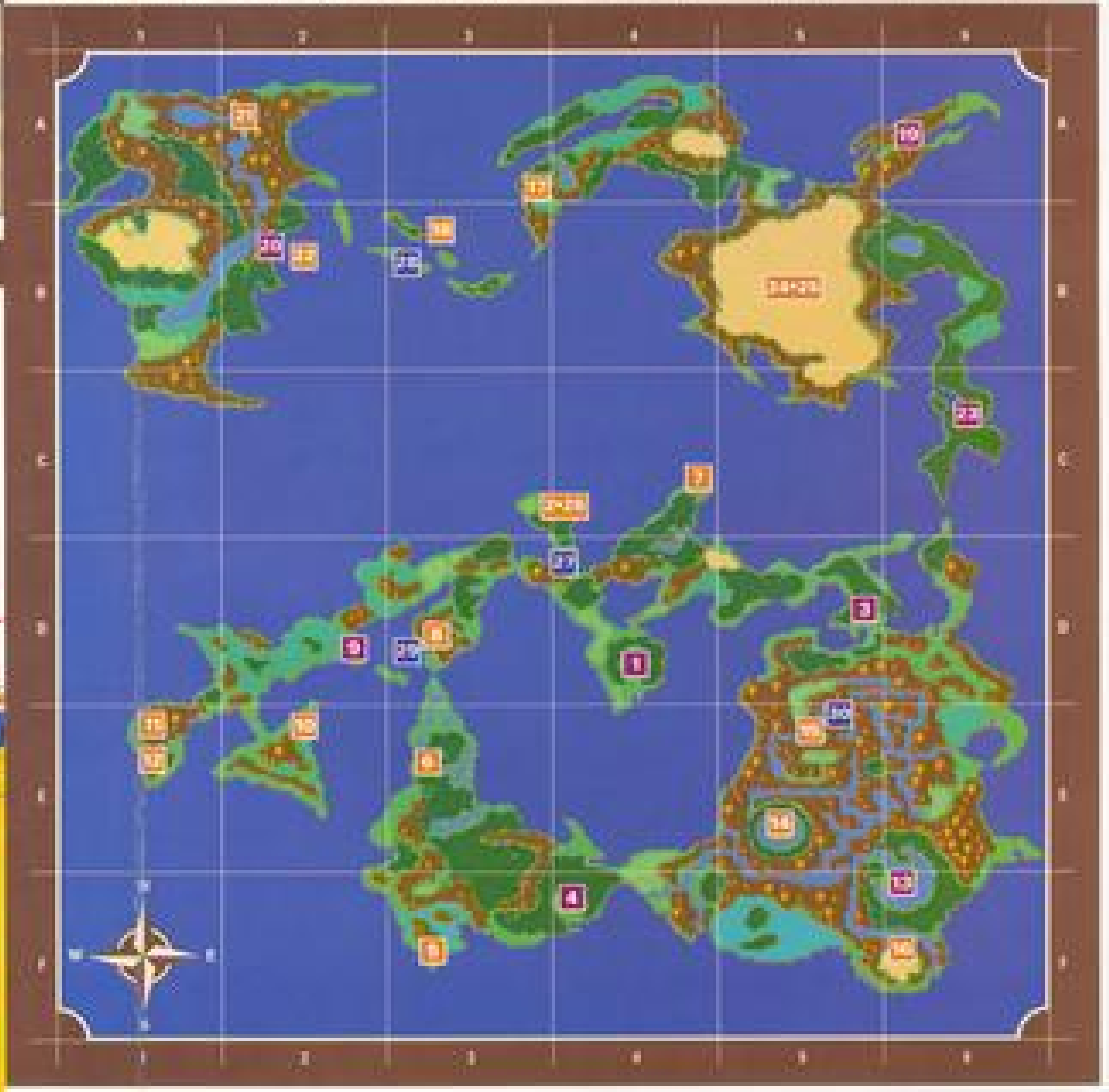
All towns and dungeons in Final Fantasy are listed below in the order you will likely visit them. The page number to the right of each name refers to the area's first appearance in this guide, allowing you to use the list as a quick walk-through reference. Locations are color-coded as towns, dungeons and bonus dungeons.

🟪	TOWNS
🟧	DUNGEONS
🟦	BONUS DUNGEONS

No.	Location	Page
1	CORNELIA	PG. 9
2	CHAOS SHRINE	PG. 10
3	PRAVOKA	PG. 11
4	ELFHEIM	PG. 12
5	MARSH CAVE	PG. 13
6	WESTERN KEEP	PG. 14
7	MATOYA'S CAVE	PG. 15
8	MT. DUERGAR	PG. 16
9	MELMOND	PG. 17
10	CAVERN OF EARTH	PG. 17
11	GIANT'S CAVE	PG. 18
12	SAGE'S CAVE	PG. 19
13	CRESCENT LAKE	PG. 21
14	MT. GULG	PG. 22
15	CAVERN OF ICE	PG. 25
16	RYUKAHN DESERT	PG. 26
17	CITADEL OF TRIALS	PG. 27
18	DRAGON CAVES	PG. 28
19	GAIA	PG. 29
20	ONRAC	PG. 30
21	WATERFALL CAVERN	PG. 30
22	SUNKEN SHRINE	PG. 32
23	LUFENIA	PG. 35
24	MIRAGE TOWER	PG. 36
25	FLYING FORTRESS	PG. 37
26	TEMPLE OF CHAOS	PG. 41
27	EARTHGIFT SHRINE	PG. 42
28	HELLFIRE CHASM	PG. 46
29	LIFESPRING GROTTO	PG. 52
30	WHISPERWIND COVE	PG. 57

FINAL FANTASY WORLD MAP

The map below represents the entire overworld, with towns and dungeons called out numerically from the list to the left. The map also corresponds to the enemies list, to the right. If an enemy appears in the overworld, you'll find its map coordinates on the list. If a foe appears near a town or in a dungeon, the list will include the corresponding number and color from the map. The list also indicates if an enemy resides in an ocean or river.



FINAL FANTASY ENEMIES

No.	Enemy	Location
001	Goblin	C4, D4
002	Goblin Guard	D4, E3, F3, F4, F6 [illegible]
003	Wolf	D3, D4, E3, F3, F4, F6 [illegible]
004	Crazy Horse	D4 [illegible]
005	Skeleton	C4, D4 [illegible]
006	Black Widow	C4, D4 [illegible]
007	Gigas Worm	D3, D4, E3, F3, F4, F6 [illegible]
008	Warg Wolf	D3, E3, F3, F4, F6 [illegible]
009	Werewolf	E3, F3, F4, F6 [illegible]
010	Zombie	[illegible]
011	Ghoul	D3 [illegible]
012	Garland	[illegible]
013	Cobra	D3, E3, F4 [illegible]
014	Ogre	D3, E3, F3, F4, F6 [illegible]
015	Ogre Chief	D3, E3, F3, F4, F6 [illegible]
016	Lizard	A3, A4 [illegible]
017	Pirate	[illegible]
018	Sahagin	OCEAN
019	Sahagin Chief	OCEAN
020	Buccaneer	OCEAN
021	Shark	OCEAN [illegible]
022	Bigeyes	OCEAN
023	Tarantula	D3, E3, F3, F4, F6 [illegible]
024	Ghast	D3, E3, F3, F4, F6 [illegible]
025	Scorpion	F6 [illegible]
026	Shadow	D3 [illegible]
027	Green Slime	[illegible]
028	Crawler	[illegible]
029	Gray Ooze	[illegible]
030	Gargoyle	[illegible]
031	Bloodbones	[illegible]
032	Piscodemon	[illegible]
033	Astos	[illegible]
034	Mummy	E3, F3 [illegible]
035	Wraith	E3, F3 [illegible]
036	Anaconda	E2, F6 [illegible]
037	Hyenadon	D3 [illegible]
038	Lesser Tiger	A3, A4, D1
039	Minotaur	F6 [illegible]
040	Hill Gigas	B5, B6, C6, F6 [illegible]
041	Earth Elemental	[illegible]
042	Troll	B5, B6, C6 [illegible]
043	Wight	[illegible]
044	Ochre Jelly	[illegible]
045	Cockatrice	[illegible]
046	Vampire	[illegible]
047	Ogre Mage	[illegible]
048	Sphinx	A3, A4 [illegible]
049	Lich	[illegible]
050	Ankheg	F6 [illegible]
051	Piranha	RIVER
052	Red Piranha	RIVER
053	Crocodile	RIVER
054	White Croc	RIVER
055	Ochu	RIVER
056	Neochu	RIVER [illegible]
057	Hydra	RIVER
058	Horned Devil	[illegible]
059	Pyrolisk	[illegible]
060	Fire Elemental	[illegible]
061	Fire Hydra	[illegible]
062	Lava Worm	[illegible]
063	Hellhound	[illegible]
064	Fire Lizard	[illegible]
065	Fire Gigas	[illegible]
066	Red Dragon	[illegible]
067	Marilith	[illegible]
068	White Dragon	[illegible]
069	Winter Wolf	B5, B6, C6 [illegible]
070	Mindflayer	[illegible]
071	Ice Gigas	[illegible]
072	Specter	[illegible]
073	Remorazz	[illegible]
074	Dark Wizard	[illegible]
075	Evil Eye	[illegible]
076	Desert Baretta	A3, A4, B5, B6, C6
077	Sabertooth	A3, A4 [illegible]
078	Wyvern	A3, A4, B5, B6, C6
079	Wyrm	A3, A4
080	Manticore	A3, A4 [illegible]
081	Baretta	A3, A4, B5, B6, C6
082	Basilisk	A3, A4 [illegible]
083	Allosaurus	A3, A4, B5, B6, C6
084	Weretiger	A3, A4 [illegible]
085	Sand Worm	A3, A4, B5, B6, C6
086	Minotaur Zombie	B5, B6, C6 [illegible]
087	King Mummy	[illegible]
088	Medusa	[illegible]
089	Sorcerer	[illegible]
090	Clay Golem	[illegible]
091	Nightmare	[illegible]
092	Dragon Zombie	[illegible]
093	Sahagin Prince	[illegible]
094	White Shark	[illegible]
095	Deepeyes	[illegible]
096	Sea Snake	[illegible]
097	Sea Scorpion	[illegible]
098	Sea Troll	[illegible]
099	Ghost	[illegible]
100	Water Elemental	[illegible]
101	Water Naga	[illegible]
102	Kraken	[illegible]
103	Tyrannosaur	B5, B6, C6 [illegible]
104	Black Knight	[illegible]
105	Chimera	[illegible]
106	Guardian	[illegible]
107	Blue Dragon	[illegible]
108	Green Dragon	[illegible]
109	Stone Golem	[illegible]
110	Air Elemental	[illegible]
111	Spirit Naga	[illegible]
112	Death Knight	[illegible]
113	Earth Medusa	[illegible]
114	Black Flan	[illegible]
115	Soldier	[illegible]
116	Vampire Lord	[illegible]
117	Dark Fighter	[illegible]
118	Death Machine	[illegible]
119	Tiamat	[illegible]
120	Rhyos	[illegible]
121	Death Eye	[illegible]
122	Purple Worm	[illegible]
123	Iron Golem	[illegible]
124	Lich	[illegible]
125	Marilith	[illegible]
126	Kraken	[illegible]
127	Tiamat	[illegible]
128	Chaos	[illegible]
129	Echidna	[illegible]
130	Cerberus	[illegible]
131	Ahriman	[illegible]
132	2-Headed Dragon	[illegible]
133	Scarmiglione	[illegible]
134	Scarmiglione	[illegible]
135	Cagnazzo	[illegible]
136	Barbariccia	[illegible]
137	Rubicante	[illegible]
138	Gilgamesh	[illegible]
139	Omega	[illegible]
140	Shinryu	[illegible]
141	Atomos	[illegible]
142	Typhon	[illegible]
143	Orthros	[illegible]
144	Phantom Train	[illegible]
145	Death Gaze	[illegible]
146	Devil Wizard	[illegible]
147	Abyss Worm	[illegible]
148	Elm Gigas	[illegible]
149	Flare Gigas	[illegible]
150	Unicorn	[illegible]
151	Yellow Ogre	[illegible]
152	Mad Ogre	[illegible]
153	Mage Chimera	[illegible]
154	Yellow Dragon	[illegible]
155	Holy Dragon	[illegible]
156	Mythril Golem	[illegible]
157	Killer Shark	[illegible]
158	Death Manticore	[illegible]
159	Blood Tiger	[illegible]
160	Dark Eye	[illegible]
161	Bloody Eye	[illegible]
162	Flood Gigas	[illegible]
163	Poison Eagle	[illegible]
164	Black Goblin	[illegible]
165	Knocker	[illegible]
166	Desertpede	[illegible]
167	Gloom Widow	[illegible]
168	Dual Knight	[illegible]
169	Squidraken	[illegible]
170	Pharaoh	[illegible]
171	Bonesnatch	[illegible]
172	Silver Dragon	[illegible]
173	Black Dragon	[illegible]
174	Blue Troll	[illegible]
175	Earth Troll	[illegible]
176	Poison Naga	[illegible]
177	Earth Plant	[illegible]
178	Yamatano Orochi	[illegible]
179	Dark Elemental	[illegible]
180	Devil Hound	[illegible]
181	Sekhmet	[illegible]
182	Catoblepas	[illegible]
183	[illegible]	[illegible]
184	Undergrounder	[illegible]
185	Death Elemental	[illegible]
186	Wild Naka	[illegible]
187	Dark Wolf	[illegible]
188	Rock Gargoyle	[illegible]
189	Sahagin Queen	[illegible]
190	Reaper	[illegible]
191	Python	[illegible]
192	Skuldier	[illegible]
193	Red Flan	[illegible]
194	Prototype	[illegible]
195	[illegible]	[illegible]

FINAL FANTASY II

TOWNS & DUNGEONS

All towns and dungeons in Final Fantasy II are listed below in the order you will likely visit them. The page number to the right of each name refers to the area's first appearance in this guide. The places are color-coded: purple icons denote towns, and orange icons represent castles, dungeons or other significant locations, such as the Chocobo Forest and the Dreadnought. The blue icons represent locations accessible only in the Soul of Rebirth missions.

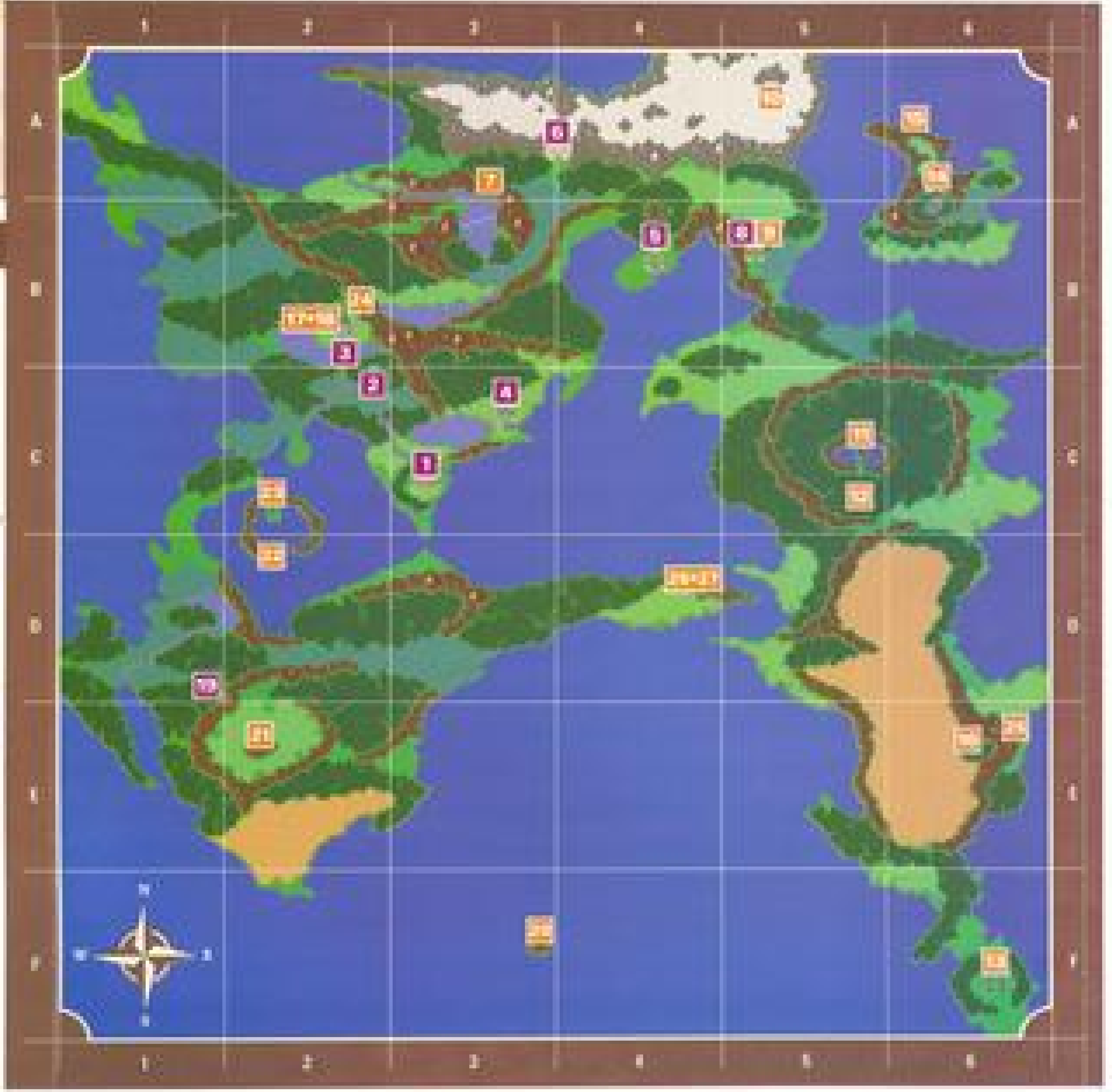
1	ALTAIR	PG. 81
2	GATREA	PG. 83
3	FYNN	PG. 83
4	PALOOM	PG. 84
5	POFT	PG. 85
6	SALAMAND	PG. 86
7	SEMITT FALLS	PG. 87
8	BAFSK	PG. 88
9	BAFSK CAVE	PG. 90
10	SNOW CAVERN	PG. 91
11	KASHUAN KEEP	PG. 93
12	CHOCOBO FOREST	PG. 97
13	DREADNOUGHT	PG. 97
14	CASTLE DEIST	PG. 101
15	DEIST CAVERN	PG. 102
16	COLISEUM	PG. 105
17	CASTLE FYNN	PG. 107
18	FYNN HIDDEN DUNGEON	PG. 108
19	MYSIDIA	PG. 111
20	TROPICAL ISLE	PG. 112
21	CAVE OF MYSIDIA	PG. 113
22	LEVIATHAN	PG. 114
23	MYSIDIAN TOWER	PG. 118
24	CYCLONE	PG. 121
25	CASTLE PALAMECIA	PG. 125
26	JADE PASSAGE	PG. 128
27	PANDAEMONIUM	PG. 129
A	UNKNOWN CAVE	PG. 132
B	MACHANON	PG. 134
C	CHAMBER OF THE SOUL	PG. 135
D	UNKNOWN PALACE	PG. 138

OUT OF THIS WORLD

The Soul of Rebirth mission takes place a world far away from that of the main story, so they do not appear on the global map. To see which monsters you might face in the Soul of Rebirth, consult the enemy list.

FINAL FANTASY II WORLD MAP

The overworld does not end at the edges of the map—it wraps around to the opposite side. For example, if you sail south as far as possible, you will end up on the north side of the world. Use the letter and number grid to locate enemies in the overworld and in dungeons. Enemies that appear in orange on the list to the right are bosses, some of which appear only once in the game. Monsters appear in the locations listed in green only after you have completed the mission in Mysidian Tower.



FINAL FANTASY II ENEMIES

001	Leg Eater	A4, B4, C2, C3, C5
002	Vampire Thorn	A3, A4, B4, B5, C3, C5
003	Hornet	A3, A4, B3, B4, B5, C3, C5
004	Queen Bee	A3, A4, B4, B5, C3, C5
005	Snowman	A3, A4, A5
006	Sasquatch	A3, A4, B4, B5
007	Icicle	A3, A4, A5
008	Stalactite	A4, B5
009	Stalagmite	
010	Sprinter	A3, A4, B4, B5, C3
011	Phorusracos	A1, B1, B2, F6
012	Adamantoise	D5, D6, E6
013	Land Turtle	A1, A6, B1, B2, B6, F6
014	Ogre	A1, A6, B1, B2, B6, F6
015	Ogre Mage	A1, A6, B1, B2, B6, F6
016	Ogre Chief	
017	Dust Hands	A1, B1, B2, F6
018	Dust Giants	
019	Werecat	A1, B1, B2, F6
020	Stunner	
021	Dead Head	C5, C6
022	Skull	
023	Zombie	C5, C6
024	Ghoul	A6, B6
025	Ghast	A6, B6, C2, D2, E2
026	Revenant	C2, D2, D3, D4, E2
027	Shadow	A6, B6
028	Wraith	A6, B6, C2, D2, E2
029	Specter	C1, C2, D2, D3, D4, E2
030	Ghost	C1, C2, D1, D2, E1, E2
031	Antlion	D5, D6, E6
032	Scissorjaws	C5, C6, D5, D6, E5, E6
033	Gottos	C1, C2, D1, D2, E1, E2
034	Brood Demon	
035	Chimera	D5, D6, E6
036	Rhyos	
037	Chimera Sphinx	
038	Death Flower	C5, C6, D5, D6, E5, E6
039	Devil's Bloom	
040	Killer Fish	AT SEA
041	Bolt Fish	AT SEA
042	Hellfishes	AT SEA
043	Cockatrice	C2, D1, D2, D3, D4, E1, E2
044	Pirate	AT SEA
045	Buccaneer	AT SEA
046	Borghen	
047	Zombie Borghen	
048	Big Horn	A3, A4, C2, C3, B2, B4, B5
049	Wild Horn	D5, D6, E6
050	Poison Toad	D5, D6, E6
051	Gigantoad	D5, D6, E6
052	Sea Snake	AT SEA
053	Sea Dragon	AT SEA
054	Land Ray	D5, D6, E6
055	Manta Ray	AT SEA
056	Flying Ray	C1, C2, D1, D2, E1, E2
057	Changer	
058	Brain	C1, C2, D1, D2, D3, D4, E1, E2
059	Parasite	C1, C2, D1, D2, E1, E2
060	Mega Parasite	D1, D2, E1, E2
061	Werewolf	C1, C2, D1, D2, E1, E2
062	Devil Wolf	
063	Imp	C1, C2, D1, D2, E1, E2
064	Pit Fiend	D1, D2, E1, E2
065	Malboro	C1, C2, D1, D2, E1, E2
066	Malboro Terra	C5, C6, D5, D6, E5, E6
067	Great Malboro	D1, D2, E1, E2
068	Basilisk	
069	Salamander	D1, D2, E1, E2
070	Ice Lizard	
071	Eyemaelus	
072	Hecteyes	D1, D2, E1, E2
073	Bloodworm	
074	Sand Worm	C5, C6, D5, D6, E5, E6
075	Abyss Worm	D1, D2, E1, E2
076	Green Slime	
077	Yellow Jelly	
078	Red Mousse	C2, D1, D2, D3, D4, E2
079	Black Flan	C2, D1, D2, D3, D4, E1, E2
080	Red Soul	C1, C2, D1, D2, E1, E2
081	Green Soul	
082	Yellow Soul	
083	Vampire Girl	C1, C2, D1, D2, E1, E2
084	Vampire Lady	
085	Emperor	
086	Imperial Shadow	C5, C6, D5, D6, E5, E6
087	Killer Mantis	D1, D2, E1, E2
088	Mantis King	D1, D2, E1, E2
089	Mantis Devil	
090	Royal Guard	
091	Black Knight	
092	Death Rider	
093	Wood Golem	
094	Stone Golem	
095	Mythril Golem	
096	Goblin	A3, A4, B3, B5, C3, C5
097	Goblin Guard	A3, A4, B5, C3, C5
098	Goblin Prince	C3, C5
099	Balloon	A1, B1, B2, C5, C6, F6
100	Grenade	
101	Mine	A1, B1, B3, C1, D2, D3, D4, E2, F6
102	Bomb	A3, A4, C2, C3, B3, B4, B5
103	Soldier	A1, A3, B1, B2, B3, C5
104	Sergeant	A3, A4, C2, C3, B2, B4, B5
105	Captain	A3, A4, C2, C3, B2, B4, B5
106	General	
107	Magician	A1, B1, B2, F6
108	Sorcerer	A3, A4, C2, C3, B2, B4, B5
109	Wizard	
110	Werepanther	A3, A4, C2, C3, B2, B4, B5
111	Coeurl	
112	Lamia	
113	Lamia Queen	
114	Hill Gigas	A3, A4, C2, C3, B2, B4, B5
115	Fire Gigas	
116	Ice Gigas	
117	Thunder Gigas	
118	Behemoth	C1, C2, D1, D2, D3, D4, E1, E2
119	King Behemoth	
120	White Dragon	
121	Green Dragon	
122	Blue Dragon	
123	Red Dragon	
124	Iron Giant	
125	Tiamat	
126	Beelzebub	
127	Astaroth	
128	Emperor	
129	Giga Parasite	
130	Soul Eater	
131	Pyrolisk	
132	Flan Princess	
133	Death Knight	
134	Mini Vamp	
135	Bigfoot	
136	Gil Snapper	
137	Beast Devil	
138	Sea Serpent	
139	Death Horn	
140	Gigas Worm	
141	Sleepy Lebedon	
142	Li'l Murderer	
143	Parabolos	
144	Dark Soul	
145	Mother Brain	
146	Bloodbones	
147	Warg Wolf	
148	Mini Satana	
149	Dark Magician	
150	Chimera Brain	
151	Lamia Matriarch	
152	Cait Sith	
153	Twin Heads	
154	Colobiopas	
155	Drakel	
156	Malboro Menace	
157	Chaos Rider	
158	Gold Golem	
159	Black Dragon	
160	Dark Behemoth	
161	Steel Giant	
162	Emperor	
163	Tyrannosaurus Rex	
164	Beelzebub Soul	
165	Lucifer	
166	Black Knight	
167	Zombie Borghen	
168	Bloodbones	
169	Ultima Weapon	